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Matthew J. Norton

Fallout 2

A POST NUCLEAR ROLE PLAYING GAME

**STRATEGIES
& SECRETS™**

The only
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and



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Strategies
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100 Maps—
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OFFICIAL

Fallout

2

A POST NUCLEAR ROLE PLAYING GAME

Strategies & Secrets

Matthew J. Norton



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To my wife, Monica, for her love, wit, and inspiration.

And to my parents, who deserve special mention for putting up with the dice, figures, and weird books for all those years.

Also, to the team of *Fallout 2* that made this all possible. Without their unflagging determination to make the best computer role-playing game ever, and the long hours devoted to making this dream a reality, none of us would ever have been able to roam the living Wastes.

Acknowledgments

Special thanks are due to the people that helped to make this book, as well as the great game it describes, possible.

I'd like to thank the Division Director of Black Isle, and my Co-Lead Designer on *Fallout 2*, Feargus Urquhart, for his vision and belief in the potential of our team and our creation. Also, for giving us the time we needed to polish a very good game into a truly great game.

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Jason Suinn worked above and beyond the call of duty in piecing together the full-level maps for this book—as well as keeping track of the literally thousands of map revisions.

I'd like to thank Marti Cadenasso for putting the wonderful, patient, highly skilled staff at Sybex and I together in order to create this book. Particular thanks to both Dan Brodnitz and Tory McLearn for their patience, teaching, and trust as we rode the creative roller-coaster together.

My thanks to each of the sleep-deprived members of the *Fallout 2* team here at Black Isle Studios as well as Sybex for making a groundbreaking computer role-playing game, and a strategy guide that does it justice.

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Greetings, Chosen One

Herding your village's placid, two-headed cattle, called brahmin, in the drought-baked fields is dusty work. But when the village Elder summons you, that means *now*—no time for cleanup. The rain spirits haven't visited the village of Arroyo for seven years, and the drought has brought great hardship to your people. The despair you see in the face of the Elder as you enter her tent is deeply unsettling. As she stares at you so intently with those bright eyes—oddly out of place on her wizened face—you wonder why she has called for you.

Truly, you are the Chosen One. It is to you that we turn as our Arroyo—our village, our home—faces its hour of greatest need. In all the years since our ancestor, the Vault Dweller, founded Arroyo, our people have known hardship many times. But never before has our village suffered so long a period of trial. The wells are almost dry, crops wither in the fields, the old and the young alike sicken, and our brahmin are dying.

We have one hope, Chosen One—an object spoken of in the sacred text of our ancestor. It is the birthright of our people, the Garden of Eden Creation Kit, the wondrous GECK. Only that can save us now.

Listen Chosen, and I will tell you a tale of your people, that you may learn the promise of the GECK. When your ancestor was cast from the Vault of the Holy 13 over 80 years ago, he and others who would escape the tyranny of the Vault of the Holy 13 traveled north. For months they journeyed, through the beast-haunted radioactive Wastes left from the great burn in the beforetimes, to distance themselves from the Vault. Finally, they came to a fertile valley nestled behind a deep gorge, our Arroyo. Here they settled, and our people prospered on this land. The Vault of the Holy 13, which your people had left behind, was remembered only in the shrine of your ancestor. The Vault Suit, the holy Vault Dweller's Survival Guide, and other sacred artifacts were nearly forgotten but for festival days.

Now, though, things are different. Your people suffer, and the Elders have turned to the holy Vault Dweller's Survival Guide for help in these dark times. The sacred text mentions the Garden of Eden Creation Kit—an amazing device from the beforetimes that can turn any land into an



earthly paradise. We cannot last much longer without the salvation that the GECK promises. Although the Holy 13 abandoned our ancestor, they cannot turn their backs on us now.

You shall wear the mystic Vault Suit of our ancestor with the holy "13" emblazoned upon it so that they will recognize you as the rightful heir to the promise of the GECK. You must travel the Wastes to find the Vault of the Holy 13 and then demand the GECK. This is the only way our people may yet be saved.

I believe in you, Chosen One. However, others need evidence of your worthiness to be our emissary to the Holy 13. You must brave the Temple of Trials to prove yourself to those who would question my choice of you as our savior. I have no doubt that you will show yourself to be a worthy champion for our village. . . .

Once you pass the Temple trials, you will need wisdom that only experience can give you. There is no time for you to learn all that you need to know on your own, so I will to give you what help I can. I have read the holy Vault Dweller's Survival Guide as well as other tomes saved from the fires of the beforetimes. Our village's own record, the Book of the Elders, also contains great wisdom. When our people's wisdom may help you, I will offer it. Our ancestors and I will guide you as best we can.

Fear not, Chosen One—the strength of the Vault Dweller runs strong in your veins. I know that you shall not fail us. Your quest begins.

—Excerpt from the Book of the Elders' 322nd Season

The sort of spiritual overview and guidance that the village Elder offers is both enlightening and inspiring. However, before your journey's through, you'll need more practical advice than the Elder could ever give you. As one of the Lead Designers of *Fallout 2*, I want to make sure that you enjoy exploring the world that I've helped to create as much as I enjoyed making it. By reading this strategy guide, you'll learn how to explore every nook and cranny of the postnuclear Wastes—the what, where, and how, as well as the *why*, things work the way they do. This book will be your backstage pass—an insight into not just the game itself, but the thinking and design behind the game as well.

How This Book Is Organized

Two primary types of information will keep you alive and kicking as you make your way through the game. In the first part of the book, you'll find general knowledge about what it takes to survive in the world of *Fallout 2*—which skills are going to keep breath in your body, which skills you shouldn't bother with, as well as who and what you'll find out there. The

second part of the book consists of a guided tour through all of the areas that you'll find in the Wastes. Each part of the world has its own set of hazards—you'll get a down-and-dirty practical education about each one of them. Knowing who or what to see, what to ask, and when to keep your laser pistol handy will do more than just keep you alive—that knowledge is your ticket to the salvation of your village and victory. The appendices feature detailed maps for every area in the game and an inside look at the making of *Fallout 2*.

You'll reap the greatest benefit by reading the whole book. However, if you need help in just one area, each section stands on its own—you can turn to the appropriate chapter of the book to read the information you need right then and there. Here's an overview of the way I've organized the book.

Part 1: Welcome to the Wastes The first portion of the book covers the people, critters, and objects that you'll find in the Wastes, as well as what you need to know to deal with them.

Chapter 1: Survival Strategies Properly preparing yourself for your quest is half the battle.

Chapter 2: Dwellers of the Wastes It takes all kinds. Here's where you can learn about the good, the bad, and the plain old ugly critters you may meet.

Chapter 3: Needful Things Here, you'll learn everything you need to know about all the weapons and armor—the tools that will keep you alive in the Wastes.

Chapter 4: Pratty Darn Useful Things There are many other useful items out there, and a lot of junk, too. This chapter spells out which is which.

Part 2: Travels of the Chosen One The second part of the book features a detailed, area-by-area tour of the Wastes.

Chapter 5: The Story of the Chosen One In this chapter, you'll learn the optimal story line for the PC to follow through the game, but it's not the only one.

Chapter 6: Strange Happenings and Desperate Beginnings Strange things happen in the Wastes. This chapter covers the random encounters you may have along the way and your first three destinations: Arroyo, Klamath, and the Den.

Chapter 7: Mutants, Hillbillies, and Citizens The next towns on your tour—Modoc, Vault City, Gecko, and Broken Hills—are full of unusual folks.

Chapter 8: Bright Lights, Big City The lights are up and the battery's down in "the biggest little city in the world." Areas: New Reno and the Raiders.

Chapter 9: Guns and Gold A forgotten army post and a gold-mining boom town will keep you busy here. Areas: the Sierra Army Depot and Redding.

Chapter 10: Bearflags and Burrows A new republic and buried secrets of the past haunt this part of the Wastes. Areas: the New California Republic (NCR), Vault 15, the Military Base, and Vault 13.

Chapter 11: To the Great Salt and Beyond By the sea, by the beautiful sea, mystery and peril abound. Areas: Navarro, San Francisco, and the Enclave.

Appendix A: A World of Fallout This first appendix contains maps of every town and adventure area in the game. The maps follow the order in which the areas are described in the second part of the book.

Appendix B: Inside the Vault Appendix B covers the hectic, enjoyable, and often just plain wacky process of making *Fallout 2*.

Now move closer to the campfire, and I'll tell you what it'll take to save your village from the grudging jaws of the Wastes. Listen closely, young warriors, and you just may live to be old warriors....

—Matt Norton, October 1998



As we went to press, word came from the developers that some of the weapon variables might be slightly tweaked at the wire. None of these changes will have any significant impact on gameplay or weapons balance, so in the interests of getting this book in the hands of the lucky folks who play the game the first weekend it's out, we're going to make the unusual choice of running with what we have. In the off-chance that the numbers do shift a little, be sure to go to the Sybex Web site (www.sybex.com) to get the any and all updates.

Warning

How This Book Is Organized

PART I

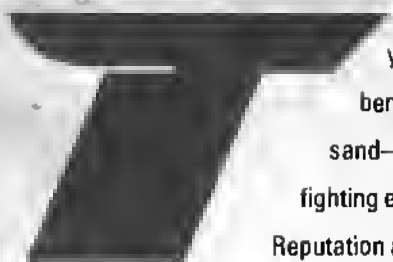
W e l c o m e t o t h e

Our young hunters and warriors have much to learn about the world around them. The Wastes are vast and unforgiving. Teaching will give our young ones knowledge, if they heed my tired words, but only time will give them wisdom. I pray that the spirits give them the time they need.

*—Excerpt from the Book of the Elders'
250th Season*



W a s t e s



here's no prize for second place in *Fallout 2*—either you learn how to move with the sand or you get buried beneath it. In Chapter 1, I'll show you how to move with the sand—creating and building a successful Player Character (PC), fighting effectively or avoiding combat altogether, and using Town Reputation and Karma to your advantage.

Most of the world is very different than the village where you start your journey. You'll run into many strange creatures and, often, stranger humans. Chapter 2 details all the monsters, humans, and near humans you'll encounter in *Fallout 2*. To survive, you'll need to know what sorts of things you can scrounge up or, better yet, take from those strangers. There's a lot of junk, but you'll know where to go to get the good stuff—the items that will keep you alive and dangerous. Chapter 2 covers the essentials—weapons and armor. Chapter 3 describes the rest of the items in the game, including the drugs.

You'll become a lean, mean, village-saving (maybe even world-saving) machine. If you remember to listen closely and learn what I have to tell you, your success is as certain as the promise of the GECK's salvation.



Survival Strategies

I have noticed that those of our tribe who would travel beyond the Great Bridge of our village share similar qualities. They seek paths beyond the trails trodden from village to pasture, and to field and back. More than that, those restless souls that survive and return to us seem to have an inner focus that gives them strength in time of need. This focus, I am convinced, is what separates those who return to us from those who return only to the bosom of our ancestors.

—Excerpt from the Book of the Elders' 123rd Season



Chapter

1

T

o get the maximum enjoyment from playing *Fallout 2*, you need to create the best possible character. When I say *best*, I don't mean the best in terms of the game, I mean the best in terms of your own preferences in gameplay and problem solving. Some players enjoy shooting their way through problems, others want to sneak around them, and still others would like to talk their way out of a jam. We've worked hard to make sure that there are almost as many ways of doing things in the Wastes as there are in the real world. So, there are quite a few ways to make the best character. This chapter will help you make the character who's best for you, no matter which style of play you enjoy most.

I'll explain how to create a great character and how to nurture your budding hero through those rocky first few levels. A good understanding of combat tactics is also vital to your character's survival, so I'll go over the strategies that will enable you not just to survive, but to conquer. All the mayhem that you'll learn to effectively create will influence the way other characters react to you. So, the final thing that I'll explain in this chapter is how and why people in the game react to your character the way they do.



Creating the Chosen One

Unlike many other role-playing games, *Fallout 2* has no rigidly defined character roles. You can easily design a beginning character to do a little bit of everything—although they won't do anything particularly well. For the Player Character (PC) you create to survive, you'll have to specialize in a few key Statistics (Stats) and Skills. Later on, once you've acquired a bit of experience, you'll be able to branch out and gain expertise in other skills.

Although you have the freedom to create almost any sort of character that you want, we designed the game with three types of character in mind. Each of the three types is defined by the way they go about doing things and solving problems. Each is built to excel at one style of play. Narg is a simple-minded combat machine. Mingan is a well-balanced character who relies upon stealth and stealing (see Figure 1.1). While Chitsa has weak combat skills, she can use her high Charisma and communication skills to influence people (see Figure 1.2).



Figure 1.1



Charisma Boy—Personable and well spoken, he can convince others to see things his way.

- **Combat Boy**—He can kill everyone or *everything* that stands in his way. As detailed below, there are also two subsets to this category, Short Range and Long Range Combat Boy.
- **Stealth Boy**—He can sneak by or around any obstacle.





We designed the majority of quests in *Fallout 2* to have more than one solution. Having a variety of possible solutions makes for a more entertaining and realistic gameworld. In real life, there is rarely only one way to skin a cat. When the development team constructed the game quests, we asked ourselves, “How would a stealthy character solve this quest,” or “Could a character conceivably talk their way through here?” Since *Fallout*’s mascot character is the Pip-Boy, we started to refer to each of the three types as an *X-Boy* of the appropriate type.

You can, of course, create a successful female character in *Fallout 2*, but Pip-Person (and by extension, Charisma Person) just didn’t sound that good.

Here’s an example of our thinking when we constructed the game. Suppose some Raiders have kidnapped a child.

- **Charisma Boy** could convince a wavering guard to free the tyke, using the argument that children just shouldn’t be used as hostages.

 *Combat Boy* could solve the quest by attacking the bandits and killing all who stand in the way of freeing the child.

 *Stealth Boy* could sneak into the camp, pick the lock of the child's cell, and get away without any of the bandits noticing.

What makes one type of character different from another are the Statistics and Tag Skills that you select when you create your PC. Stats will not change over the course of the game, and, as alluded to earlier, you don't have enough extra stat points to do *everything* well, so choose these carefully. Skills that are Tagged can improve at twice the speed of un-Tagged skills. When you create your character, you are allowed only three Tag Skills. You won't get any more Tag Skills later on, nor are you allowed to reselect your Tag Skills once you start playing. Therefore, the Stat and Tag Skill choices you make during character creation will determine your style of play for a large part of the game. Use the information in Table 1.1 to make the best choice of Stats and Tag Skills for your PC.

Table 1.1: Styles of Characters

| PC TYPE | STRENGTHS | SUGGESTED STATS | SUGGESTED TAG SKILLS |
|---|--|---|--|
| Charisma Boy | Has the gift of gab; can talk their way out of or into things; can gain many companions; shrewd sales skills make high profits | Charisma 9+ Intelligence 8+ Perception 7+ | Speech Barter Outdoorsman or Small Guns |
| Combat Boy | Good at both ranged and mêlée combat; can fight their way past almost any obstacle | Agility 8+ Strength 8+ | Small Guns Energy Weapons Mêlée Weapons |
| Long Range Combat Boy (Sniper) | Can reach out and inflict pain from a distance | Agility 8+ Perception 8+ Luck 5+ | Small Guns Big Guns Energy Weapons |
| Short Range Combat Boy (Martial Artist) | Must get up close and personal to hurt others | Agility 9+ Strength 8+ Endurance 7+ | Unarmed Mêlée Weapons Sneak or First Aid |
| Stealth Boy | Prefers sneaking and filching rather than open combat | Agility 8+ Perception 7+ Intelligence 6+ | Sneak Lockpick Steal |

Each type of PC is equally effective, and different styles of play appeal to different sorts of players. If you like combat and revel in weaponry, create a Combat Boy character. If you prefer patiently sneaking around and out-thinking your opponents, a Stealth Boy is more your style. If you prefer verbal fencing to the épée, a Charisma Boy PC is for you. You can build an almost infinite variety of successful male and female characters in *Fallout 2*. Above all, you should pick a PC that you'll enjoy playing the game with—there is no single *most-effective* type of PC.



Don't create a character with an Intelligence Stat lower than 4. A character with a lower Intelligence will talk and be treated like an idiot, and many quests and opportunities will be closed to them.

Warning

Your character may eventually mature into a hybrid, but you'll still solve problems using skills associated with one of the three basic types of PCs (talking, fighting, or sneaking). Throughout the rest of the book, I'll show you the best way for each of the three PC types to solve a problem. For quest solutions, both the Long Range Sniper and the Short Range Martial Artist fall into the category of the general-purpose Combat Boy archetype—they're both combat characters; their only difference is a distance preference.

Once you've created your *perfect* PC, you'll need to know a few things to get them past those first few hazardous experience levels.

Building Character

Building a beginning character into a hero of legendary stature isn't something to take for granted. Your PC starts the game dangerously weak compared to most of the creatures that live in the Wastes. To survive, you must rapidly earn Experience Points (EPs) to go up several levels. Whether you're a combat character or not, you'll also want to get the best armor, weaponry, and healing supplies you can—it's always a good idea to be prepared for the worst. Once you've made it to the third level, you can relax a bit because your PC is now competent enough, and tough enough, to avoid instant death. However, you'll never be able to let down your guard completely—the Wastes hold many perils for the unwary.

Different types of PCs gain EPs in different ways. To maximize your EP gain while minimizing the risk of your PC getting killed, you need to play to your strengths. As a general rule, your PC should do the things that they do best to survive. Here are some strategies for the three primary types of PCs.

Charisma Boy

This charmer needs two things to thrive: friends and information. You won't get either unless you talk to people, so talk to everyone. In many cases, just talking to a Non-Player Character (NPC) and using your Speech Skill can earn your character experience points, gifts, and other awards.

Charisma Boy is weak in combat, but his pleasing personality will convince people to follow him. These followers, or party members, are often much better suited to combat than Charisma Boy is. PCs can gain a number of party members equal to half their Charisma Statistic (from one to five companions). This allows Charisma Boy to surround himself with



You may select two Traits when you create your character. Bruiser and Heavy-Handed are best for close-range combat types. Skilled and Gifted are good if you want a fast start, but your PC won't improve as quickly later in his career. The only Trait to avoid is Fast Shot—this seems like a good Trait, but it keeps you from using more accurate, and therefore damaging, attacks.

Note



When you're just starting out on your adventures you should save early and save often. Your beginning PC is fragile and it's less frustrating to load a saved game than it is to start over.

Tip



You never have to worry about using your Speech Skill when you're talking to an NPC. Your Speech Skill is used automatically whenever you're talking to someone who can be convinced to do something.

Tip

bodyguards to do his fighting for him. Charisma Boy needs information about what's going on in an area so that he can figure out which NPCs are likely to respond profitably to his potent powers of persuasion.

If you build your Barter Skill to 100 percent, you will start to get close to receiving a fair value for goods you sell to merchants. You should pick up everything you see and sell it to buy yourself all the trappings of success, such as better weapons, armor, and lots of healing medicine (known as Stimpacks).



Combat Boy

This PC should kill things. In fact, he should kill every varmint he sees. Don't kill the people in your home village, but every rat, wild dog, and small scorpion you encounter should be exterminated. It can be a bit tedious, but cutting your combat teeth on inoffensive prey builds EPs safely. While you're doing this, always keep a path open to the edge of the map, so that you can run for it if you take too much damage. Living to fight another day is far more important than killing that last critter.

While all PC types should snag good combat gear, since it's your primary problem-solving method, it's even more important for Combat Boy to score some armor, firearms (or a Sledgehammer), and lots of Stimpacks



Successful PCs of all types collect whatever they find on a corpse. Even if you have no immediate use for an item, you can sell it to someone who does. Everything you find equals money in *Fallout 2*'s economy. If any friends are travelling with you, load them up with loot, just like two-legged pack mules—they won't mind.

Tip



as soon as possible. Later on down the road, you can buy these tools of your trade, but they're more expensive than you can afford at first. The best way to equip yourself is to grab gear from recently deceased former owners. Helping reluctant owners to meet their ancestors also nets you some EPs, so you're benefiting in two ways at the same time.

When you're just starting out, don't get carried away. Killing an isolated bandit guard is much more likely to be profitable than attacking the bandit chieftain in his own headquarters. Excessive bravado earns you nothing but an unmarked shallow grave in the Wastes.

When you gain a level, spend all of the Skill Points you've just earned on a single combat skill. It doesn't matter which combat skill you select as long as you don't spread your points out over more than one skill. Once you get a combat skill up to 100 percent, you can afford to start improving other combat skills, but not before. Eventually, a Combat Boy should be highly proficient in at least two of the three gun skills (Small Guns, Big Guns, and Energy Weapons) or both Unarmed and M  l  e Weapons Skills.

Stealth Boy

This sly devil does his best work when borrowing things from others—usually without their knowledge or consent. Practicing your craft in civilized areas rather than trekking the dusty desert will prove much more profitable for you. Most townspeople carry some goods with them. You should lighten their burden and increase your purse at the same time. To use your Steal Skill on someone without as great a risk of being spotted, swipe their things while you're behind them. Snagging lighter items is safest because taking heavier items increases the chance that your questing fingers will be detected.



Always save the game before attempting to steal anything. That way, if you're spotted and an enraged merchant or the local constabulary gives chase, you can load your saved game and try again.

Warning



One particularly effective Stealth Boy trick is to steal the weapons from guards that you may have to fight before engaging them in combat. This isn't always easy, since guards are more observant than average citizens. However, dodging a disarmed



Shopkeepers keep most of their money and stock behind the counter, where it can't be pick-pocketed. Stealth Boy PCs can pickpocket (Steal) the items that shopkeepers carry on their persons, only to sell it right back to them for cash or better shop items. They'll never be the wiser for it.

Tip

opponent's fists is likely to be less painful than dodging an armed opponent's bullets.

You can also get into and out of places by sneaking past guards using your Sneak Skill or opening up a back door using your Lockpick Skill. One of the first tools that you should acquire is a set of Lockpicks, and then a set of Electronic Lockpicks. The Lockpick set gives you a bonus to open normal doors, while Electronic Lockpicks give you a similar bonus with high-tech, electronic doors (such as elevator doors and sliding doors). In *Fallout 2*, a character's ability to sneak and steal is *not* diminished by wearing heavy armor, so you should wear the best protection you can find. Use your Sneak Skill to avoid combats, but if you are caught, remember that your character's stats make you a good sniper as well as an effective sneak.

There are many different ways to fight—some are a whole lot more effective than others, though. You'll never get anywhere by bleeding for your village—the idea is to make some other poor schmuck bleed for theirs. The next section tells you how.

Them's Fightin' Words

No matter what kind of PC you end up creating and nurturing, at some point you'll have to fight. You can complete many of *Fallout 2*'s quests without fighting, but to finish the game, you're going to have to kill someone else before they can kill you.

The next section offers up general combat tips that apply equally to every kind of character as well as more specific tips for each of the three types of PCs.

General Combat Tips

These strategies cover a wide variety of situations since no two combats are exactly alike. However, if you remember some basic advice, you'll be more likely to be the last one standing after a firefight.

Preparation, No Excuses

Be ready for combat at all times. Many PCs have been lost because they didn't prepare for battle—don't be one of them. You should always have a fully loaded weapon in one hand and another useful combat item in the other. Stimpacks, a different weapon, or even grenades make wonderful second-hand items to carry into combat. Most of the citizens in *Fallout 2* understand that danger is always nearby, and they won't take special notice if you walk around with a weapon ready. If they do, just switch the weapon to your other hand (item slot two)—they'll leave you alone.

Terrain, Your Lifesaver

Use the terrain on a battlefield to your advantage. There are two ways to use terrain: as cover and to divide your enemies. Using terrain as cover can be as simple as ducking behind a wall after you've made an attack, or as elaborate as opening and closing a door—the idea is to keep something between you and them. If you can't block all of your enemies by seeking cover, block some of them. You are a match for almost any one enemy, but groups of attackers can tear you to ribbons. In any case, the fewer people that can attack you, the better.

Terrain can be used to divide your attackers as well, forcing part of an attacking force into combat so you don't have to face all of your opponents at once. The best way to divide your opponents is to lure one group of attackers toward you and then duck back the other way before another group can get to you. This method works especially well when your attackers are all trying to pile through a doorway to reach you—because they have a limited area from which to deploy. This technique is easier if you have more Action Points than your opponents, but it can be used even by slow PCs because enemies always, predictably, move toward the last spot where they saw or heard you. In general, moving around while you're in combat is a good way to spread out your attackers.

If your PC is a close-combat PC, you'll have an even greater need to use terrain. You must use the lay of the land to keep from being riddled with bullets while you close with your enemies. Get near your foes before you even start combat and then close with them quickly. Some of your enemies may take a potshot at you while you use your fearsome fists

and Ripper-blade on their pals, so try to fight in areas that have some cover from long-range gunfire (for example, inside rooms in buildings).

Distance Is Your Friend

Sure, reaching out to touch someone is nice. But for everyone other than a Martial Artist, once you've got a few levels of experience under your belt and you've brought one of your gun skills up to 100 percent, you are a better marksman than almost every foe in the Wastes. Longer ranges decrease your chance to hit an opponent—however, they also decrease their chance to hit you.

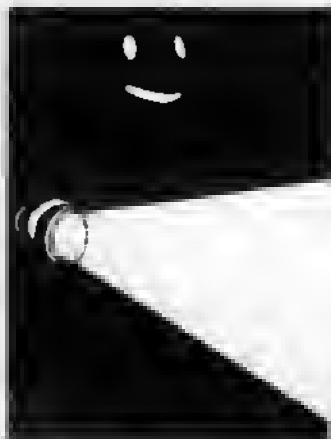
At longer ranges, you still have a good chance to hit your foe because your gun skill is higher than theirs, while their chances to hit you have dwindled to almost nothing. This is especially true if you have any sort of rifle—enemies with pistols or other short-range weapons will have to close with you to have any chance of hitting. Strike from long range and keep moving back so that your foes can't get any closer to you.



Nighttime Is the Right Time

Darkness makes it more difficult to see and shoot things at a distance. Picking off your enemies is easier if their friends can't see what's happening in the darkness, though, due to your relative superiority when it comes to night vision.

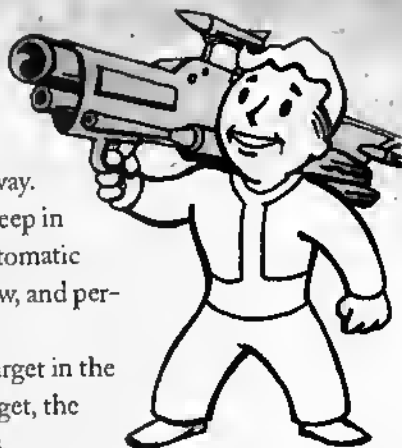
Since darkness increases the ranged-attack penalties for everyone, nighttime is a wonderful time to go sniping—it's also the best time for close-combat PCs to stage assaults, since they won't be as easy to shoot before they get close enough to attack. If you're the shooter, you'll have the same advantages that long-range combat gives you in daytime, but since it's dark, you won't need to be so far away.



Aim Once, Kill Twice

Groups of enemies all packed together cry out for automatic weaponry and explosives to be used on them. Enemies that have to move through a doorway to get to you will often bunch up just before the doorway. This is an excellent time to use the grenade that you keep in your second hand. If you have a weapon capable of automatic fire, you'll be able to waste at least two enemies in a row, and perhaps three.

With Grenades or a Rocket Launcher, aim at a target in the center of the group. Even if you miss your selected target, the blast will still catch someone. With auto-fire weapons, choose a target that's second in line. That way, the enemy just in front of your target has a chance to be hit by a few rounds as well. Spread the love around—there's enough for all.



Calling All Shots

Once your PC has a 100-percent attack skill, it's time to start using a mode known as a Called or Targeted Shot. You can use a Called Shot at any skill level, but it's most effective if you're already at 100 percent with the weapon you're using. A Called Shot takes more Action Points than a normal attack, and you have a lower chance to hit, but if you do hit, the effects are devastating. With a Called Shot, aim for the eyes and the groin. Eye shots have one of the lowest chances to hit, but if you do hit, the increased damage and chance of an outright kill make it well worth it. A Called Shot to the groin will usually inflict more damage than a normal shot, and it can both stun and knock down your opponent—oh, that's gotta hurt. This move is a good second choice if your chance to hit the eyes is too low to be effective.

Run Away!

No matter how skilled you are in combat, a time will come when retiring from the fray is the better part of valor. Remember that anyone you've already killed will stay dead. It's better to leave, heal, reload, and come back fresh and ready than to stay and die.

The best way to leave combat is to leave the map on which the fight is taking place. Before you enter combat, try to remember where the exit hexes are so that you can bug out if you have to. When you are damaged to the point that two more attacks will kill you, it's time to leave—take off earlier if you're fighting multiple attackers. Just cut and run for the exit.

grid, putting cover between yourself and your pursuers if you can do so without going too far out of your way. The more hexes between you and your enemies, the better, since each extra hex of distance drops your foe's chance to hit you significantly. Again, distance is your friend.

Different Strokes for Different Folks

Some seek combat, some are born to combat, and still others have combat thrust upon them. At some point in the game, every character will have to fight. The following section lays out combat strategies that are specific to each type of character.

Charisma Boy

This sweet talker is a lover not a fighter. Your best survival technique is to find NPCs that will accompany you and do much of the fighting for you. However, you won't be able to stay completely out of harm's way. You'll still need to wear the most effective armor that you can get your hands on. Your high Barter Skill should help you to trade for this. You also need to acquire an effective weapon.

Without many Action Points, two types of weapon will work best for you. The first is any weapon with an Automatic setting (i.e., Submachine Guns, Assault Rifles, and Gatling Guns); the second is a Large weapon such as the Rocket Launcher. Using weapons like these gives you the most firepower for your limited number of Action Points. Just be careful not to catch your companions with friendly fire from these big-bang weapons.



Combat Boy

If combat is your life, a couple of techniques will work well for you. If you're armed with a long-range weapon such as the Hunting Rifle or



Laser Rifle (if you're a Sniper, you definitely should have one of these), stand off at a distance and plink at your foes. Usually, your higher weapon skill, especially with a high Perception Stat, will give you a much higher chance to hit your enemies than they have of hitting you. In fact, if you're far enough away, you may be able to shoot enemies without them being able to see you to return fire.

If you prefer short-range combat (as the Martial Artist-type character does), you'll need to get in close quickly, and stay there until all of your foes are dispatched.

Stealth Boy

You can either sneak directly past guards or engage in more dangerous combats. You can also search for a different route, free from people who would do you harm. Often, your ability to pick locks will give you a back way into an area. Sometimes, however, fighting is unavoidable. Stealth Boy usually has a high number of Action Points and a good Perception Stat—so if you do get stuck in a combat, try to stand off and use Sniper Combat Boy tactics.

Stealth Boy excels at taking out opponents one at a time (commando style) and then retiring—either leaving the map entirely or hiding, only to come back and kill again once the hubbub has died down. Enemies in *Fallout 2* don't *respawn* (come back to life after they've been killed), so you can take out opponents bit by bit rather than taking on the entire horde all at once. However, any damage you've inflicted on a still-living enemy will be healed once you leave the map. When necessary, your high number of Action Points makes you particularly adept at withdrawing from fighting—take a shot at your enemies and then retreat with the rest of your Action Points.



Don't enter combat lightly—it is never without consequences. For example, the news of your battles may spread, and the psychic impact of many deaths may become apparent to others in your thousand-yard stare.

How to Make Friends and Influence People

The peoples of the Wastes have learned to trust local rumor as well as their instincts when determining how to react to strangers.

The cumulative impact of these local rumors is called Town

Reputation. In addition, your overall tendency to commit good or evil acts, whether you're seen committing them or not, can be

sensed by some people. This *instinctual* response to you is based on your Karma. Your character's current Karma and Town Reputation (for each town you've visited) are shown in your Pip-Boy, so you can check them at any time.





If you're getting hostile reactions when you talk to the people in an area, check your Town Reputation. You may've done something to upset the locals.

Tip

Town Reputation

A status name is associated with your Town Reputation in each area. These names run from the most liked and admired to the most despised.

-  **Idolized**—Everyone here wants to be like you.
-  **Liked**—People here like you.

Accepted—You're not a bad sort.

Neutral—You're OK, for now.

Disliked—Why did you have to show up here?

Hated—Bad PC, go away.

Vilified—You're lower than a snake's belly, and mothers scare their children by saying that you'll come and get them.



What it takes to achieve fame or notoriety in each area will differ from place to place. For example, if you have the reputation of a carefree killer in a Raider camp, they'll think highly of you, possibly even Idolizing you. However, if the area is a quiet farming community, they'll give high marks to a kind and considerate PC.



Everyone loves a big spender. Buying a round or two (or more) of drinks for the locals does wonders for your Town Reputation.

Tip

If, by chance, the two areas in the example above were linked, by trade or other communication, your *good* Town Reputation in the Raider camp would carry over as a *negative* Town Reputation in the quiet farming community (where you might be universally Hated). Town Reputation provides no gamewide reference to good or evil—it's just a measure of what the locals think of you.

Karma

Unlike Town Reputation, Karma in *Fallout 2* is a measurement of the psychic weight of all of your actions, rather than what people see and hear about you. Killing people is the act most likely to change your Karma. If you kill a good person, points are subtracted from your Karma total; if you kill a bad person, you will gain *some* Karma (they were bad, but you still *killed* them). Other actions affect your Karma as well. Helping an old lady rescue her kitten is worth a couple of positive Karma points, while evicting her from her shack will certainly subtract from your Karma total.

Some people can sense your Karma—they will react to you based on the *feel* that they get from you. If you have a negative Karma total, evil Raiders that can sense your Karma might respect or even fear you, while the same negative Karma total would make peaceful farmers who could sense your Karma scorn you. If you do enough good acts, or enough bad acts, to change your Karma total beyond certain levels, you will gain a special status and benefits.

The effects of acquiring certain levels of Karma are shown in Table 1.2. As soon as you pass a Karma total, you will gain the benefits of that Karma status. Bear in mind that you could gain a Karma status in one day, only to lose it the next, since your Karma is always changing—up or down—due to your actions.



Table 1.2: Karma Levels and Effects

| KARMA TOTAL | STATUS | BONUS |
|-------------|-------------------------|--|
| +1000 | Savior of the Wasteland | +20 points to Reaction, +8 to Armor Class, +3 points of damage per hit |
| +750 | Guardian of the Wastes | +15 points to Reaction, +4 to Armor Class, +2 points of damage per hit |
| +500 | Shield of Hope | +10 points to Reaction, +2 to Armor Class |
| +250 | Defender | +5 points to Reaction |

| KARMA TOTAL | STATUS | BONUS |
|-------------|-----------------------|---|
| 0 | Wanderer | None |
| -250 | Betrayer | -5 points to Reaction, +4 HP |
| -500 | Sword of Despair | -10 points to Reaction, +8 HP |
| -750 | Scourge of the Wastes | -15 points to Reaction, +14 HP, +1 point of damage per hit |
| -1000 | Demon Spawn | -20 points to Reaction, +22 HP, +2 points of damage per hit |

Whatever you do in the course of your travels, it will have an effect on you, as well as on the world around you. Think before you act—or you may live to regret your haste, if you're lucky.



Dwellers of the Wastes

Know that our tribe is not alone in the Wastes. Many strange and dangerous creatures live just beyond the Great Bridge. Some, although of unusual visage, are friendly to our kind, but most are best treated with caution. If you travel the Wastes, remember the exile of our revered ancestor, who was cast out by his own kind from the Vault of the Holy 13. Indeed, many of the fearsome creatures almost defy description, but the most monstrous by far, and the most dangerous, is man.

—Excerpt from the Book of the Elders' 157th Season

Chapter 2





he Elder speaks the truth. Many unusual beasts crawl the desert, and humankind is the most dangerous. To help you face these perils, I'll equip you with the most powerful weapon of all—knowledge.

The different types of creatures that make their homes in the Wastes are listed in alphabetical order. Then, the different types of humans that lead their lives in the great dust will be paraded before you. Listen closely, and learn of those you must face.

Only by learning about the creatures that live in the Wastes will you be able to make your way amongst them. Both two- and four-legged creatures may aid or hinder your progress. Often, knowing more about those that you will encounter will enable you to turn those with harmful intentions into allies. Failing that, at least you'll know better how to deal with the worst each critter can dish out.



Here Abide Monsters

Life has taken many diverse paths to survive in the radioactive deserts. Some creatures will be familiar to you, others may have haunted your nightmares. Information is the key to meeting these creatures on their own terms and defeating them.

Peculiarities of each creature's habits or tactics are detailed for you. Then, a short list of information about each creature you'll encounter in the Wastes is presented. The number of Hit Points (HPs) that each creature can take before dying is shown in the first column of the list. The second column shows the range of damage that the creature's attacks cause. If a creature has more than one attack, the damage caused by each attack is shown separately. The final column shows how much EPs you earn for slaying one of the critters. The EPs are shown as a range rather than a precise amount since you'll get more EPs for killing a tougher creature.

Every creature that walks, crawls, or slithers through the Wastes is hungry, and you look a lot like dinner.

Abominations

Many years ago, the Master, an insane doctor who attempted to become master of all humanity, tried to create guardians through gene splicing. The original Vault Dweller, your ancestor, stopped him before he could complete his plans. Unfortunately, some of his extraordinarily tough creations have outlived him and continue to roam the Wastes. Centaurs and Floaters are often found together, as though they feel some sort of kinship for one another.

Centaur

The Centaur, so named for its many malformed legs, is tough and strong, but quite stupid. Keep your distance from this creature while you shoot it to death.

Floaters

Floaters hover by, manufacturing and storing noxious gases in their flotation bladders. They're stupid, but move fast and are very difficult to kill. Floaters



will try to surround you, so keep your distance. The gases that allow them to float turn them into a wonderful *flambé* when you crisp them with fire or energy weapons.

| CREATURE | HIT POINTS | DAMAGE | EPs |
|----------|------------|--------|----------|
| Centaurs | 150–175 | 1–15 | 650–900 |
| Floater | 175–200 | 1–15 | 750–1000 |

Brahmin

You have little to fear from these peaceful two-headed cows. Placid brahmin are the major meat source in most settlements, and they will avoid combat whenever possible.



| CREATURE | HIT POINTS | DAMAGE | EPs |
|----------|------------|--------|--------|
| Brahmin | 30–65 | 1–9 | 40–120 |

Deathclaws

Deathclaws were originally created to replace humans during close-combat search-and-destroy missions. They were derived from mixed animal stock and then refined by the Master, using genetic manipulation. The resulting creature is almost unbelievably fast and powerful. Deathclaws are well named—they are the toughest *animals* that you will encounter in the Wastes.

Unless you have Combat Armor, extremely heavy weaponry, and a lot of Stimpacks, running for the exit hexes at the first sign of a Deathclaw is your best chance of survival. If you're well equipped and want to stick it out, though, get in at least one shot at long range, because Deathclaws move so fast that you're unlikely to get another long-range attack as they charge you. They'll always close rapidly so they can use their powerful claws to tear and rend you. For maximum damage, use a Called Shot to the eyes when you shoot them. However, even with Called Shots, you'll need several good hits to put a Deathclaw down—use extreme caution (and save often) when fighting them.

Adult Deathclaws

What does an Adult Deathclaw cat? Whatever it wants to. The Adult Deathclaw is always at the top of the food chain wherever it happens to be. Often, several Deathclaws live together and protect an Alpha-female with a brood of eggs. When you run into one Deathclaw, look around—there almost certainly will be more.



Baby Deathclaws

The Baby Deathclaw is a smaller version of its parents. It's not cute and cuddly, though; in fact, it's still extremely dangerous. Deathclaws cut their young loose early, so the presence of a Baby Deathclaw doesn't necessarily mean that mom or dad are nearby. However, that won't make your job much easier.



Intelligent Deathclaws

Intelligent Deathclaws come in both adult and baby sizes. They don't look different from other Deathclaws, but they do act differently—at least when they're not angry. If a Deathclaw doesn't charge you on sight, it may be intelligent—it's possible to talk to Intelligent Deathclaws. However, Intelligent Deathclaws have the same ferocious abandon in combat as their dimmer brethren, so a policy of *détente* is definitely not recommended.

| CREATURE | HIT POINTS | DAMAGE | EPs |
|------------------|------------|--------|----------|
| Adult Deathclaws | 170–310 | 1–45 | 750–1750 |
| Baby Deathclaws | 50 | 1–12 | 250 |

Dogs

Some dogs have remained domesticated pets, but many more have turned feral and hunt the dusty Wastes in packs. The dogs that survived the radioactive fires are a larger, and tougher, breed—now almost wolf-sized. You won't encounter any rabid toy poodles in your travels.



| CREATURE | HIT POINTS | DAMAGE | EPs |
|----------|------------|--------|-------|
| Dogs | 14–25 | 1–9 | 40–60 |

Geckos

Geckos are mutated lizards prized for their sleek and durable hides. Most Geckos are peaceful, unthreatening creatures. However, if one Gecko is attacked, the rest of the Geckos in the area will converge on the attacker. If you let them surround you, they can be dangerous, so make certain that you leave an escape route open, or use cover (for example, stand in a doorway) so that they can come at you only one at a time.

Silver Geckos

The Silver Geckos are the least offensive of the Geckos—they're not very aggressive, and if you know how to skin them, each hide is worth \$25.

Golden Geckos

The same toxic conditions that turn a Golden Gecko's hide into that rich, golden color cause their attacks to irradiate you. Due to their relative rarity and the danger of acquiring them, Golden Gecko hides are worth \$125 apiece.

Fire Geckos

Fire Geckos are especially tough and can actually breath fire. No one knows what toxic substances are combined in their gut to make their breath fiery. Their hides are far too mangy and burnt to be worth anything.



The technique for skinning Geckos can be learned only from a character named Smiley, in Klamath, as a reward for saving him from the Toxic Caves.

Tip



| CREATURE | HIT POINTS | DAMAGE | EPs |
|---------------|------------|-------------------------------------|---------|
| Silver Geckos | 25-35 | 1-3 | 55-60 |
| Golden Geckos | 45-65 | 1-6 | 135-210 |
| Fire Geckos | 70-80 | Mêlée: 1-17; Flame-breath: 35-50 | 250-260 |

Insects

Insects are some of the most durable creatures on the earth—they nibbled on dinosaurs way back when, and they're still here after the atomic fireballs scorched the earth. Unfortunately, they've gotten larger and more aggressive.

Giant Ants

Ants are usually harmless, but these Giant Ants sure aren't. They're fiercely protective of the areas that they inhabit. They're also a lot like potato chips, you can never just have one. Make sure that you aren't surrounded by these dangerous pests.

Mantises

Mantises are quick and travel in groups large enough to quickly surround you, preventing your escape while you're munched into Mantis mouthfuls. Killing them at a distance is best, but if you're close, fight only one at a time and keep moving back, so they can't surround you.

Small Radscorpions

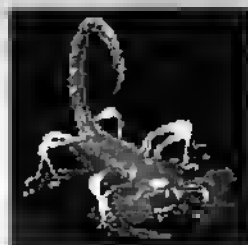
Small Radscorpions are the size of large dogs—if large dogs had poisonous stingers. Because of the Small Radscorpion's stinger, you should fight defensively. Use any extra Action Points to retreat one hex after your attack. This forces the Radscorpion to use an Action Point to get close enough to attack you during their turn—leaving them with only enough Action Points to make one attack.

If you do get poisoned, it will wear off in a few days at most—just make sure you have access to plenty of healing or a poison antidote.



Large Radscorpions

Large Radscorpions are bigger, meaner, tougher, and hungrier than Small Radscorpions, but other than that, they're pretty much the same. Fight these Radscorpions using the same defensive techniques that you've learned for fighting the subcompact version. These bigger bugs give you a bonus for killing them—you can cut off their tail and sell it (for \$10). The poison sacs in their tail are used for creating a poison antidote.



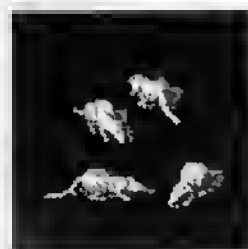
| CREATURE | HIT POINTS | DAMAGE | EPs |
|--------------------|------------|--------------|-------|
| Giant Ant | 6-12 | 1-4 | 25-50 |
| Mantises | 14-30 | 1-6 | 70 |
| Small Radscorpions | 10-12 | 1-6 + poison | 55-60 |
| Large Radscorpions | 26 | 1-8 + poison | 110 |

Rats

Just as insects have survived the radioactive clouds, so too has humanity's old friend—the rat.

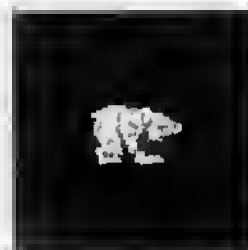
Normal Rats

These range from your typical starving, disease-ridden wharf rats to a somewhat larger—and hungrier—mutant, Chihuahua-sized rat. All rats run in packs, but they're not usually very dangerous. At lower levels, rat extermination is a ready source of Experience Points.



Pig Rats

These are larger, hairless, burrowing rats. It's unknown whether they're a rat-pig hybrid or an entirely new creature. Pig Rats combine the feral cunning of a rat with the voracious appetite of a pig. They're tougher to kill than normal rats, but their bite is no stronger.



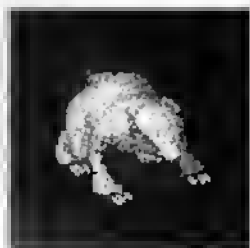
Mole Rats

Mole Rats have sharp claws and even sharper tusks that they use to tear great chunks of flesh from their prey. Mole Rats are either huge rats or the result of gene-splicing Kodiak bears with maladjusted lab rats. Fortunately, they seldom run in packs larger than a half dozen or so.



Intelligent Mole Rats

"What's worse than a Mole Rat?" you might ask. How about a huge, albino Mole Rat with a hideously enlarged brain case? Only a few of these lurk in the darkest recesses of the Wastes, but those few are horrendous enough. Some are smart enough to speak. (Well, they may be smart, but they still don't have opposable thumbs.) Show them what good tool users we primates are and slag them from a distance with heavy weaponry.



| CREATURE | HIT POINTS | DAMAGE | EPs |
|-----------------------|------------|--------|---------|
| Normal Rats | 6-20 | 1-4 | 25-80 |
| Pig Rats | 9-26 | 1-6 | 50-90 |
| Mole Rats | 26-72 | 1-10 | 120-250 |
| Intelligent Mole Rats | 80 | 1-10 | 200 |

Robots

At the time of the war, robots were just making their appearance in the average suburban household, but the military still had the largest number of active robots. The robots that are still running are found in isolated former military bases or ones



Often, a central computer controls the robots that guard a facility. Gaining access to the control programs, through an active terminal, may allow you to disable some or all of the robots in a facility.

Tip

that have been restored by settlements with the sophisticated technology needed to keep them running.

Robots are tough, but they are vulnerable to the Electro-Magnetic Pulse (EMP) Grenades. When you fight robots, sprinkle EMP Grenades liberally.

Floating Eyebots

The Floating Eyebot is a quick-observation robot commonly found in prewar military installations. The Floating Eyebot uses a powerful electric prod (mêlée attack) to keep intruders in line.

Mr. Handys

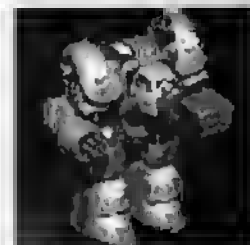
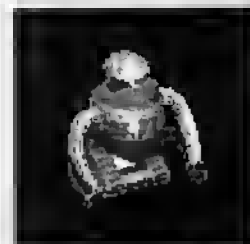
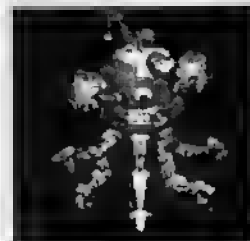
Mr. Handy, named for his large number of hands, was sold before the war as a general-chore and utility robot. These days, you can still find a few of these tough units being used for other duties. Mr. Handy's tough hands make good mêlée weapons, and he can be hard to stop if he's hostile.

Robobrain

The Robobrain is a jack-of-all-trades robot. They have hands and are usually armed with assault rifles. The chimpanzee, or other primate, brain that was implanted into them makes them excellent guard robots. It's rumored that some were set up to accept human brains, but this has never been proven.

Sentry Bots

Armed with both a rocket launcher and a minigun, the Sentry Bot packs quite a punch. Use cover when you try to bust this tank and ask your party members to wait for you elsewhere if you value their company. A couple of EMP Grenades will help soften up this bruiser.



| CREATURE | HIT POINTS | DAMAGE | EPs |
|------------------|------------|--|---------|
| Floating Eyebots | 60 | Electric prod: 7-37 | 275 |
| Mr. Handys | 60-80 | 1-7 | 240-280 |
| Robobrain | 80 | 8y weapon | 300 |
| Sentry Bots | 100-120 | Rocket launcher: 10-30; Minigun: 9-25 | 500-600 |

Spore Plants

The semi-intelligent, predatory Spore Plant has two types of attack: They can shoot thorns and, if you get close enough, they will lash out with a *mêlée* attack. Spore Plants grow only a few specialized shooting spikes at a time, so a Spore Plant barrage is always brief. Also, the plants are rooted in place, so they're easy to slay from a distance or even avoid entirely.



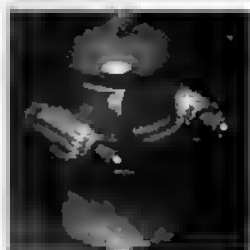
| CREATURE | HIT POINTS | DAMAGE | EPs |
|--------------|------------|--------|-----|
| Spore Plants | 40 | 1-4 | 85 |

Turrets

Turrets are robots that can't move from their starting location. A Turret's optical sensors are no more keen than human eyesight, so you can always try to sneak past one. Avoiding a Turret is the best way of dealing with it, but if you must fight, use large weapons, EMP Grenades, or explosives (dynamite or *plastique*) to quickly destroy it.

Floor Turrets

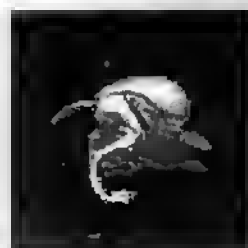
These Turrets slide up from concealed floor plates to a ready firing position and have a 360° field of fire.



| CREATURE | HIT POINTS | DAMAGE | EPs |
|---------------|------------|-----------|-----|
| Floor Turrets | 250 | By weapon | 300 |

Wanamingos

Wanamingos are tough, very fast, and resistant to laser weaponry. Where they came from or what they're doing here is unknown. They aren't intelligent in the usual sense, but they do seem to have a hive-mind mentality. They're usually seen underground and in groups.



| CREATURE | HIT POINTS | DAMAGE | EPs |
|------------|------------|--------|---------|
| Wanamingos | 120-160 | 1-17 | 500-600 |

You will encounter many of these creatures in your journey, but you will encounter no creature as frequently as the most dangerous creature of all—man, of course.

Wastrels of the Wastelands

You aren't the only one winding your way through the Wastes. Many others travel to make their homes in the settlements built from the remains of the beforetimes. Most are wary of newcomers, just as you are wary of the seasonal traders that come to your village. Trust, like life, comes hard in the desert.

The people you meet look different from those of your Tribe, yet many Wastelanders share similarities that can give you an idea of their profession or how dangerous they might be in a fight. As different as they all are, humans are, in some ways, the easiest to predict. However, some of the peoples of the desert are not even human at all. But human or not, you'll be able to find a chosen few that will become close companions.

I will tell you what I know of the people you may find. Those who wish to die of old age, surrounded by their loved ones, quickly learn not to take people, or situations, for granted. Keep your wits about you when dealing with strangers.

Travelers

In a sense, all are travelers—none of the peoples know where they will end up or how they will get there. In this sea of uncertainty, you must quickly appraise the people you deal with—whether each one is a combatant or a less threatening civilian. Appearance will tell you much.

You can't always tell if someone is a loyal guard or a gun for hire by their gear, but wearing heavy armor and holding weapons at the ready are certain marks of warlike ability, if not proficiency.

Some travelers may be difficult to sort out: townsfolk, travelers, or local gang bosses? It's not always easy to determine who's who. If someone isn't dressed for combat, that doesn't mean they can't, or won't, fight—but it does usually mean that they'll at least listen to what you have to say first.

Some people are a bit harder to judge because they're not really people in any normal sense. I'll tell you what I mean.

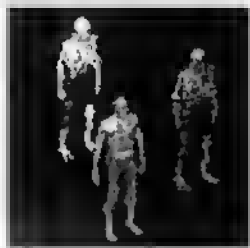


Strangers

Some characters were once human, but have been changed into something else in the years since the bombs scorched the land. Both Ghouls and Super-Mutants were changed by man—one accidentally, one intentionally.

Ghouls

Ghouls were once humans, but they were caught outside of a protective Vault when the bombs dropped. The same radiation that turned their flesh into parched leather has given them an incredibly long life span. Those closest to the blast zones are still so radioactive that they continue to glow. These Glowing Ones, as they're called, have had some of their intellect burned away as well. Shunned by the people of the Wastes, most Ghouls have little to live for.



Super-Mutants

The Master created Super-Mutants after the bombs fell by using a specially designed virus (the F.E.V. virus) to turn pure-strain humans into powerful warriors. The Super-Mutants thus created were to become the Master's own personal army of shock troops. However, the virus didn't work as anticipated. The humans turned into powerful brutes, but as their muscles grew, their minds shriveled. The more intelligent Mutants were given uniforms as a mark of rank and authority, but they were few in number. Now, 80 years after the Master's defeat, fewer still Super-Mutants remain alive. Most humans fear Super-Mutants—few places offer them peace.

The day of the Master's Mutant army is now passed, but some people say that the experiments continue. The worst horrors are always created in the name of science and progress.

However, whatever the source, help and companionship should not be scorned. Companions can make the burdens you must face much more bearable and obstacles much easier to overcome.



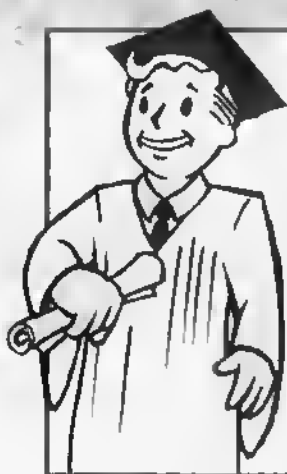
Friends

Some people may seek to join you on your journeys. The gift of friendship is the most valuable gift of all. You may find companions, or party members, that have the same strengths as your own, but a wise traveler will ask those who have different skills to join him. If you're a Charisma Boy, you will profit by asking those who can fight to join you; Combat Boy should seek the help of those with Science or Repair Skills; and Stealth Boy should find companions to assist him in any area with which he isn't proficient.

Unless your merry band is already as large as it can get, you should always ask a willing companion to join you. If you later find another companion who is better suited to your needs, you can always send one of your less useful companions away.

True companions—party members—will stick with you wherever you go. A brief description of all the party members you can find in the Wastes is listed below. You'll find party-member NPCs that can join you in different areas throughout the game. So, the starting location of each of the potential party members is part of their description. If you have to meet special requirements before an NPC can join your party, they'll be listed in the section of this book that covers the NPC's starting area.

Every party member is able to fight, with varying degrees of skill. Most NPCs are also proficient with one special skill that they'll use for you or for the other party members. Some of these skills, such as Barter or Outdoorsman, are assumed to be operating at all times, while others, such as Science or First Aid, are used only at your direction.



You can have only as many Non-Player Character (NPC) companions as one half of your Charisma Stat. Ask as many companions as you can to join you. If you find a better companion later in the game, you can give your less desirable companions the bum's rush.

Note

Some party members are fickle and will join you only while you're in a specific location or to accomplish a specific task. These fair-weather friends will be discussed in the description of the area in which they're found (see Part 2).

Cassidy

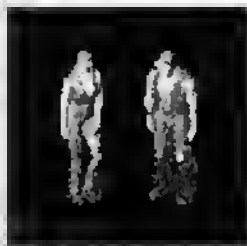
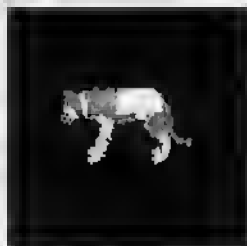
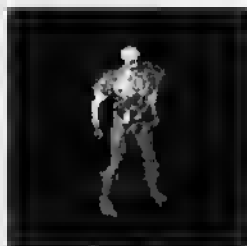
Cassidy is totally bored in sterile Vault City. If you can promise him some excitement—and you can—he'll add his considerable combat talents to your group.

Cyberdog

Cyberdog can be activated in the New California Republic and is a good ally in a scrap. Cyberdog has no special talents, but is loyal to a fault, as long as you remember to oil him every now and then.

Davin/Miria

Davin or Miria will become your faithful spouse until death do you part (or you sell them into slavery) if you marry one of them in Modoc. Neither of them has any useful skills whatsoever—they'll just take up one of your party-member slots and nag you constantly.



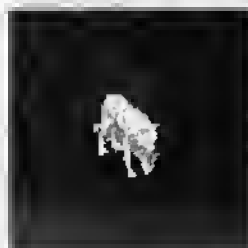
Goris

Goris isn't a human at all—he's much, much more. When you find him in Vault 13, he may just decide to tag along with you. He's something of a combat monster.



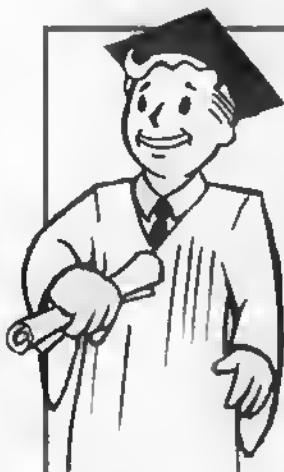
Laddy

Laddy is a dog that will loyally follow you once he becomes your friend in Modoc. He has no special skills beyond his loyalty, but has a real nice coat.



Lenny the Ghoul

Lenny can join you in Gecko. He is a doctor and a big fan of the original Vault Dweller.



When you talk to some of the more interesting and important people in the game, you'll see a close-up of the character's head as you hear the person talk to you. Myron, Marcus, and Sulik are *talking heads* that can join you on your adventures.

Note

Marcus the Mutant

Marcus is the head of the Broken Hills community and is ready to try something new, once his problems are taken care of.



Myron

Myron is a crack scientist working in New Reno. If you can stand his weasely, know-it-all attitude, he'll help you with his Science Skill.



Robo-Brain

Robo-Brain is yours for the making—just plug the brain of your choice into a robot body and throw the switch. Different brains do different things, but don't pick the Abbie Normal brain.

Sulik

Sulik is a primitive tribesman—like you. He doesn't have much high-tech weaponry, but his *mêlée* skills are unmatched. He's an outstanding Outdoorsman, and will guide you and your group through the Wastes in relative safety.

Vic the Trader

Vic can join you in the Den—for a price. His special skill is Repair. He does such a good job of fixing things that he usually ends up with extra parts.

Friends will help you to survive the trials that you must face on your journey. But you'll need more than just friends to get by. You're going to need gear, and lots of it. Next up, I'll tell you what's worth packing and what you should pawn off on the first rube you run into.





Needful Things

People beyond the Great Bridge, which separates our village from the world, seem to find immense satisfaction in collecting scraps and leavings from the time before the great fires. Somehow, this link to the past gives them comfort. Our Tribe is different in that we gain our happiness from forging new beginnings and we gain our security in relying upon our abilities, rather than artifacts from a time gone by. However, for all that, to travel the Wastes one must adopt, to some degree, the ways and objects of those who make their homes there. The things of the beforetimes may poison your soul if you rely upon them—but because they will help you survive, they are needed.

—Excerpt from the Book of the Elders' 102nd Season

Chapter 3



W

Weapons and armor are among the most useful items that you can find. With my help, you'll be able to determine what's worth using, or at least packing along with you, and what's best left for the rats and Radscorpions closing in on the corpse of your last foe.







If you don't know what to pick up and what to leave you're not going to last for very long. Your survival often hinges upon having the proper protection and weaponry as much as your skill. Out on the sands of the Wastes being out of armor, and out of ammo, equals being plumb out of luck.



Weapons



Even if you're a silent Stealth Boy, a diplomatic Charisma Boy, or something in between, eventually you'll meet someone who'll listen only to your weaponry. You better know which end to point at them and what's likely to happen when you do so. There is no single best weapon in *Fallout 2*, but some weapons are better suited to specific uses than others.

People have always excelled at finding ways to kill one another. The dangers of the Wastes provide ample inspiration for creating, and unearthing, all manner of weaponry. In *Fallout 2*, weapon descriptions are divided according to the type of skill you'll need to wield each weapon.

-  **Small guns**—Slug-throwing pistols, sub-machine guns, rifles, and shotguns
-  **Big guns**—Flamers, miniguns, rocket launchers, and other larger support weapons
-  **Energy weapons**—Both pistol- and rifle-sized laser and plasma weapons
-  **Unarmed**—This skill is used for weapons like brass knuckles as well as bare fists and feet
-  **Mêlée weapons**—Hacking, slashing, and thrusting weaponry
-  **Throwing weapons**—Throwing spears, knives, and grenades

Spears and rocks can be either thrown or used in mêlée. However, these weapons are listed just once, in the Mêlée Weapons section.

In the following sections, the best tactical use for each type of weapon is followed by game information about each of those weapons. Each listing starts with the weapon's name, followed by the amount of damage that it inflicts. Quite a few guns have more than one way you can fire them, called *fire modes*. Different fire modes have different ranges associated with them, and different Action Point (AP) costs as well. Generally, the more shots you squeeze off with each pull of the trigger, the shorter the accurate range, and the more APs it will cost you. Here's a quick overview of the two basic fire modes:

-  **Single shot mode**—Most guns fire just one shot at a time.
-  **Burst mode**—For each firing action, several shots (three or more) are fired at your target. If other targets are adjacent to your target (or in the line of fire),

there's a good chance that they'll get sprayed with a few stray shots, which isn't so great if some of them are your companions. You'll also burn through ammo at an alarming rate. These are good reasons to use discretion when shooting in burst mode.

Single-shot weapons have only one row of information, which covers the damage per shot, the distance that the weapon can fire with good accuracy, and the AP cost to fire the gun. Weapons with more than one firing mode have one row of information for each way that you can fire them. If a weapon is capable of firing in burst or full auto mode, the rate of fire (ROF) for that weapon is listed in the damage column. Remember that each bullet can cause the same damage that's listed for the weapon's single-shot damage. Some machine guns don't allow single shots at all, so their first row tells you how much damage each bullet inflicts, and the rows showing the available fire modes tell you how many of those bullets are fired at your target.

If the weapon is a mêlée weapon, different attack modes (for example, a swing instead of a thrust) will be shown rather than a different number of attacks in the damage column.

After the damage, range, and AP cost columns, the minimum Strength Stat needed to wield the weapon competently is shown. The next column describes the ammo types with

Ammo Abbreviations

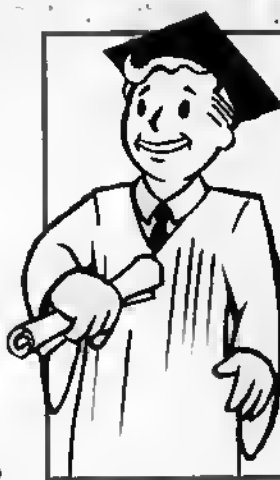
There are several different types of ammunition, each with its own abbreviation.

- ❖ **AP (Armor Piercing)**—This round has the best penetration at the cost of some damage.
- ❖ **Ball**—Your standard, no-nonsense lead slug.
- ❖ **JHP (Jacketed Hollow Point)**—This round has reasonable penetration and then mushrooms inside its target to cause more damage. Its jacket allows it to chamber smoothly.
- ❖ **FMJ (Full Metal Jacket)**—This round is most often seen in military weapons, has good penetration, and feeds easily into the weapon's chamber.

which you can load the weapon. Some weapons can use more than one type of ammo, but all fire modes for each weapon are still available no matter what kind of acceptable ammo you slap into the magazine.

Guns that can use more than one type of ammo have the ammo types listed (see the sidebar on the preceding page for a description of the abbreviations used with some of the ammunition).

The last column shows the cost of the weapon. This is an ideal cost—if you sell the weapon, you probably won't get as much, and if you buy it, it will cost you more. The weapons (and armor too) are organized by cost, from cheapest to most expensive, within each category of weapon. Cost is a good way to judge the relative, overall usefulness of a weapon—so, essentially, the weapons are listed from least dangerous to most lethal.



You can use a weapon even if you don't meet its minimum Strength Stat. You'll suffer a 20% to-hit penalty with that weapon for each point of Strength that you lack, as you struggle to bring your weapon around for another attack, or fight to keep the recoil from knocking you to the ground.

Note

Small Guns

Small guns are the first firearms that you'll acquire. A Stealth or Charisma Boy may decide to never become proficient in any other sort of weapon. Some of these guns are very common, so the odds are good that you'll find ammo when you need it.

Pistols

Pistols are useful for beginners, but grab something with a longer range and more damage potential as soon as you can. Pistols serve best as your first firearm early in the game, or as an emergency backup for your primary weapon.

| | | | | |
|---|---|---|---|---|
|  |  |  |  |  |
| | 10mm Automatic | .44 Magnum Revolver | Desert Eagle | 14mm Automatic |
| |  |  |  |  |
| | 9mm Mauser | Needler | .223 Autoloader | PPK12 Gauss |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|---------------------|--------------|-------|---------|------------------|---------------------|--------|
| 10mm Automatic | Single 5-12 | 25 | 5 | 3 | 10mm AP or 10mm JHP | \$250 |
| .44 Magnum Revolver | Single 12-18 | 20 | 4 | 5 | .44 Magnum JHP | \$600 |
| Desert Eagle | Single 10-16 | 25 | 5 | 4 | .44 FMJ or .44 JHP | \$800 |
| 14mm Automatic | Single 12-22 | 24 | 5 | 4 | 14mm | \$1100 |
| 9mm Mauser | Single 5-10 | 22 | 4 | 3 | 9mm Ball | \$1500 |
| Needler | Single 12-24 | 24 | 5 | 3 | HN Needler Pack | \$2300 |
| .223 Autoloader | Single 20-30 | 30 | 5 | 5 | .223 FMJ | \$3500 |
| PPK12 Gauss | Single 22-32 | 50 | 4 | 4 | 2mm EC | \$4500 |

One of the biggest drawbacks of a pistol is the low ROF. The answer to that problem is the sub-machine gun (SMG).

Sub-Machine Guns

Sub-machine guns can shoot single shots as well as bursts, so they have excellent tactical flexibility and damage potential. The only downside is that overusing burst mode will empty your magazine in a hurry.





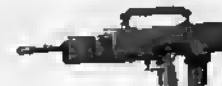



| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|-----------------|--------------------------------|----------|---------|------------------|------------------------|--------|
| 10mm SMG | Single 5-12 Burst: 10 shots | 25 20 | 5 6 | 4 | 10mm AP or 10mm JHP | \$1000 |
| Tommy Gun | Single 3-20 Burst: 10 shots | 32 16 | 5 6 | 6 | .45 caliber | \$1200 |
| H & K P90c | Single 10-20 Burst: 3 shots | 35 30 | 4 5 | 4 | 9mm | \$1750 |
| M3A1 Grease Gun | Single 10-20 Burst: 3 shots | 25 20 | 4 5 | 4 | .45 caliber | \$2500 |

When you need more close-in firepower than a pistol, but can't afford the risk of hitting a friend with burst fire, the right weapon for the job is a shotgun.

Shotguns

Going hunting for humans? A nice shotgun blast at close range is just what the doctor ordered. If you can find a Combat Shotgun with an increased ammo capacity, you'll be one very happy hunter.

| | | | | |
|---|---|---|---|---|
|  |  |  |  |  |
| | <i>Sawed-Off Shotgun</i> | <i>Standard Shotgun</i> | <i>Combat Shotgun</i> | <i>H & K CAWS</i> |
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| | <i>Pancor Jackhammer</i> | | | |
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| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|-------------------|----------------|-------|---------|------------------|-------------|--------|
| Sawed-Off Shotgun | Single 12-24 | 7 | 5 | 4 | 12ga. shell | \$600 |
| Standard Shotgun | Single 12-22 | 12 | 5 | 4 | 12ga. shell | \$800 |
| | Double barrel | 14 | 6 | | | |
| Combat Shotgun | Single 15-25 | 22 | 5 | 5 | 12ga. shell | \$2750 |
| | Burst: 3 shots | 18 | 6 | | | |
| H & K CAWS | Single 15-25 | 30 | 5 | 6 | 12ga. shell | \$4750 |
| | Burst: 3 shots | 20 | 6 | | | |

(Continued on next page)


(Continued from previous page)

| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|------------|----------------|-------|---------|------------------|-------------|--------|
| Pancor | Single 15-25 | 35 | 5 | 5 | 12ga. shell | \$5500 |
| Jackhammer | Burst: 3 shots | 25 | 6 | | | |


Pistols, SMGs, and shotguns are good weapons when you're close to your foes, but if you want to knock 'em down from afar, there's nothing better than a rifle.

Rifles


Rifles are wonderful for two reasons. First, they allow you to reach your target from a long distance (and you know that distance is your friend, right?). Second, rifles generally use a large, lethal cartridge. Big damage from far away—it just doesn't get much better than this.




| | | |
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Limited Edition (and Regular) Red Ryder BB Gun



Pipe Rifle



Hunting Rifle



Sniper Rifle

| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|----------------------------------|--------------|-------|---------|------------------|----------|--------|
| Red Ryder BB Gun | Single 1-3 | 22 | 5 | 3 | BBs | \$200 |
| Limited Edition Red Ryder BB Gun | Single 25 | 32 | 4 | 3 | BBs | \$3500 |
| Pipe Rifle | Single 5-12 | 16 | 5 | 5 | 10mm | \$200 |
| Hunting Rifle | Single 8-20 | 40 | 5 | 5 | .223 FMJ | \$1000 |
| Sniper Rifle | Single 14-34 | 50 | 6 | 5 | .223 FMJ | \$2200 |

The only thing better than plinking away at your enemies with a large-caliber weapon from long range is to plink away with autofire. That's what assault rifles do best—we'll look at them next.

Assault Rifles

Assault rifles are rifles and SMGs all wrapped into one tidy package. These guns can fire in single shot and burst mode. *Multiple shots* of big damage from far away—I guess it did get a little better.



| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|-----------------|----------------|-------|---------|------------------|-------------------|--------|
| Assault Rifle | Single 8-16 | 45 | 5 | 5 | 5mm AP or 5mm JHP | \$1300 |
| | Burst: 8 shots | 38 | 6 | | | |
| FN FAL | Single 9-18 | 35 | 4 | 5 | 7.62mm | \$3000 |
| | Burst: 3 shots | 30 | 5 | | | |
| H & K G11 | Single 10-15 | 35 | 4 | 5 | 4.7mm caseless | \$6500 |
| | Burst: 3 shots | 30 | 5 | | | |
| M72 Gauss Rifle | Single 25-35 | 50 | 5 | 6 | 2mm EC | \$8250 |
| | Burst: 3 shots | 50 | 5 | | | |



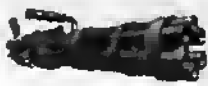


No matter how good a small gun is, it's still a small gun. If you're hunting big game, there's nothing like a big gun—always use the right tools for the job.

Big Guns

Big guns use either automatic fire or explosive shells, so they're best used against close-packed groups of targets. There are a number of powerful weapons to select from in this category, but if friends or non-combatants are anywhere near your target, they're in danger of being hit by your friendly fire.

Machine Guns

Machine guns have a high ROF, and each round does a substantial amount of damage. As mentioned, if you use a machine gun's burst-mode attack, you risk either hitting a friend or having to forego a shot. Therefore, always have another weapon loaded and ready in your second active slot, just in case.

| | | | | |
|---|---|---|--|--|
|  |  <p>M60</p> |  <p>Standard, Avenger, and Vindicator Minigun</p> |  <p>Light Support Weapon</p> |  <p>H & K G11E</p> |
|---|---|---|--|--|

| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|------------------|----------------------------|-------|---------|------------------|-------------------|--------|
| M60 | 18-26 x Burst: 10 shots | 35 | 6 | 7 | 7.62mm | \$3500 |
| Standard Minigun | 7-11 x Burst: 40 shots | 35 | 6 | 7 | 5mm AP or 5mm JHP | \$3800 |
| Avenger Minigun | 10-14 x Burst: 40 shots | 40 | 5 | 7 | 5mm AP or 5mm JH | \$5500 |

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| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|----------------------|----------------------------|----------|---------|------------------|----------------|--------|
| Vindicator Minigun | 16-25 × Burst: 25 shots | 45 | 6 | 7 | 4.7mm caseless | \$8500 |
| Light Support Weapon | 20-30 × Burst: 10 shots | 40 | 5 | 6 | .223 FMJ | \$4750 |
| H & K G11E | 13-23 × Burst: 7 shots | 40 30 | 6 7 | 6 | 4.7mm caseless | \$7000 |

Turning enemies into Swiss cheese is fun, but a fondue is even more fun. Flame on!

Flamethrower

The Flamethrower is a wonderful entertainment device, in a category all its own. If you inflict enough damage with a flamer shot, your foe will perform the burning-man fire dance—few things are quite as satisfying. Flamethrowers have a very limited range, so they should never be your primary weapon. However, if you can get close enough to a group of enemies...well, who doesn't love a nice bonfire?



| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|--------------|--------------|-------|---------|------------------|-------------|--------|
| Flamethrower | 45-90 (fire) | 5 | 6 | 6 | Flamer fuel | \$2000 |

Making crispy critters is fun, but if your enemies are more than five hexes away, you can't do a thing to them. Time to reach for a real long-arm.

Rocket Launcher

The Rocket Launcher—another category unto itself—inflicts explosive damage in abundance. This makes it the perfect weapon for sniping at groups of tough foes. However, the explosion radius and slow loading time make this weapon unsuitable for close combat. If you use a Rocket Launcher inside a small room, others will call you *shrapnel face* for a long time to come.



| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|-----------------|---------------|-------|---------|------------------|-------------------------------|--------|
| Rocket Launcher | Single 35-100 | 40 | 6 | 6 | AP Rocket or Explosive Rocket | \$2300 |

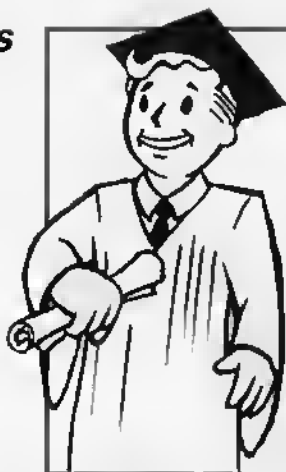
The Rocket Launcher is the most powerful nonenergy weapon in the game. Think of it as the last of the big-time powder burners. Now let's examine the next generation of weaponry—energy weapons.

Energy Weapons

Energy weapons are the true queens of the *Fallout 2* battlefield. While they're not as common as many other types of weapons, their long range and unparalleled damage potential make the Energy Weapon Skill a good investment. Energy pistols and rifles are included in this group, as long as they fire energy beams rather than slugs.







Laser Weapons

The Laser Pistol is nice, but the Laser Rifle is just *wunderbar*. The Laser Rifle's extreme long range makes it *the* weapon of choice for snipers.



The Solar Scorcher's damage is a function of the light available to charge it. The more light you have available to charge the high-energy capacitors, the more damage the Solar Scorcher can do with each shot. The Solar Scorcher is perfect for sunny desert terrain, but if you're crawling in an underground bunker, you better have another weapon close at hand.

Note

| | | | | |
|--|--|--|---|---|
|  |  <i>Laser Pistol</i> |  <i>Solar Scorcher</i> |  <i>Laser Rifle</i> |  <i>Gatling Laser</i> |
|  <i>Alien Laser Pistol</i> | | | | |

Weapons

| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|--------------|--------------|-------|---------|------------------|-------------------|--------|
| Laser Pistol | Single 10-22 | 35 | 5 | 3 | Small Energy Cell | \$1400 |

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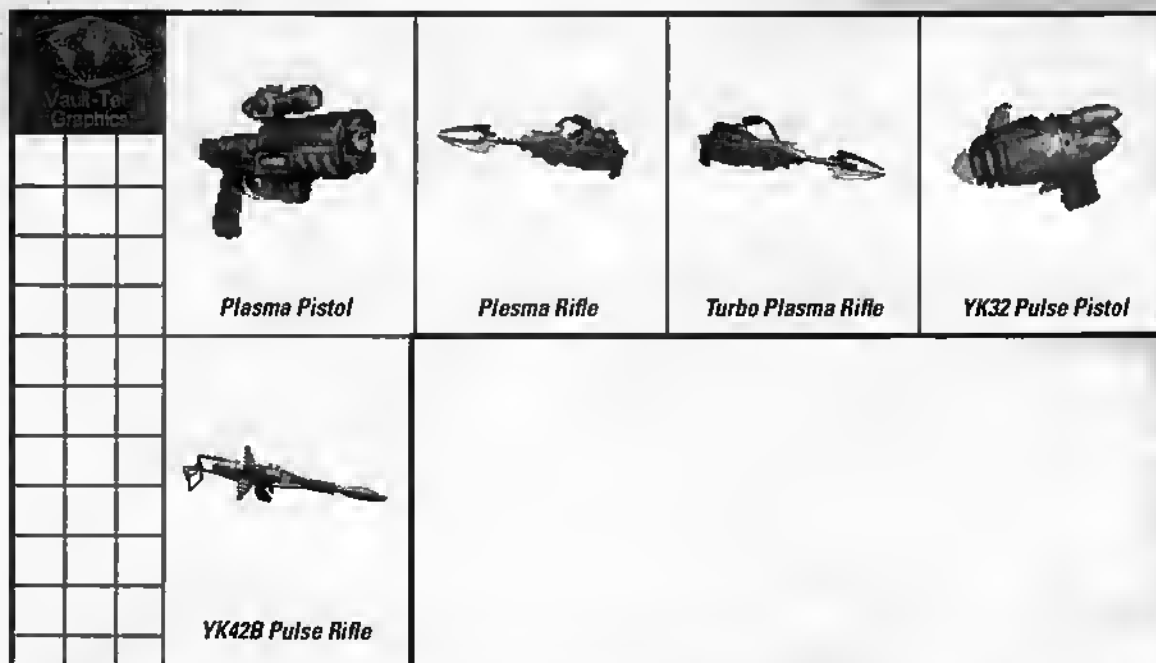
| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|-----------------------|----------------------------|-------|------------|---------------------|---|----------|
| Solar Scorcher | Sizzle 10-30 | 20 | 4 | 3 | None (works only under certain illumination conditions) | \$2000 |
| Laser Rifle | Single 25-50 | 45 | 5 | 6 | Micro Fusion Cell | \$5000 |
| Gatling Laser | 20-40 x Burst: 40 shots | 40 | 6 | 6 | Micro Fusion Cell | \$7500 |
| Alien Laser Pistol | Single 30-90 | 10 | 4 | 2 | Small Energy Cell | \$10,000 |

Laser weapons are a big improvement on slug throwers, but you can still take one more step up the ladder of lethality.

Plasma Weapons

Plasma weapons are my personal favorite. They don't have the range of laser weapons, but they cause more damage. The Turbo Plasma Rifle is a modification to the standard Plasma Rifle, which can be performed by a few talented NPC technicians. The Turbo Plasma Rifle, in the hands of a skilled marksman who can make a targeted shot to the eyes, is the single most effective combat combination in the game. The only possible drawback to plasma weapons is that they tend to slag your opponents into goo, which makes loot recovery difficult and messy.



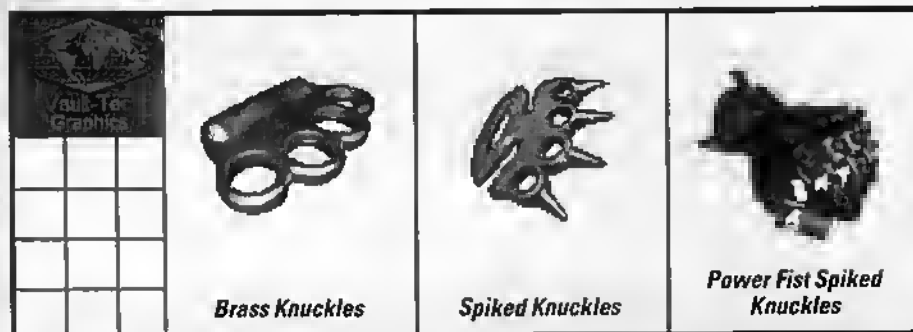


| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|--------------------|---|----------|---------|------------------|-------------------------------|----------|
| Plasma Pistol | Single 15-35 | 20 | 5 | 4 | Small Energy Cell | \$2750 |
| Plasma Rifle | Single 30-65 | 25 | 5 | 6 | Micro Fusion Cell | \$4000 |
| Turbo Plasma Rifle | Single 35-70 | 35 | 5 | 6 | Micro Fusion Cell | \$6000 |
| YK32 Pulse Pistol | Single 22-28 (electrical) | 20 | 4 | 3 | Small Energy Cell (15/charge) | \$8500 |
| YK42B Pulse Rifle | Single 25-35 (electrical) Burst: 3 shots | 50 40 | 4 5 | 3 | Small Energy Cell (30/charge) | \$12,500 |

Now we move from the most sophisticated weapons to the most basic. A competent warrior is never truly unarmed.

Unarmed

It would seem to be a contradiction in terms, but your Unarmed Skill is used to determine your chance of hitting with weapons such as Brass Knuckles or a Power Fist. Unarmed combat is not just for fists and feet alone and is a preferred combat technique for the Martial Artist PC.



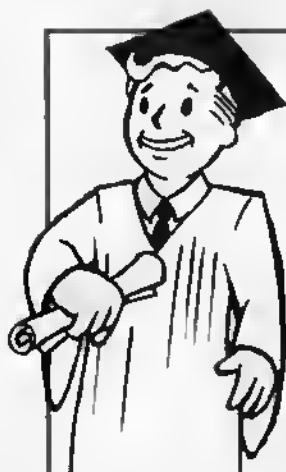
| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|----------------------------|-------------|-------|---------|------------------|-------------------|--------|
| Brass Knuckles | Punch 2-5 | 1 | 3 | 1 | None | \$40 |
| Spiked Knuckles | Punch 4-10 | 1 | 3 | 1 | None | \$250 |
| Power Fist Spiked Knuckles | Punch 12-24 | 1 | 3 | 1 | Small Energy Cell | \$2200 |

Fists and feet are a good place to start, but nothing's better than cold steel for a little wet-work.

Mêlée Weapons

If it slashes, smashes, or impales—and you need to get up close and personal—it's a mêlée weapon in your hand. Some Martial Artists prefer to use the cold steel of mêlée weapons, rather than their bare knuckles.

However, regardless of the type of character you are, it's always a good idea to have a Knife or other mêlée weapon handy, just in case.





The Shiv cannot be detected as a normal weapon. Most non-player characters in the game will notice if you're armed. Most of the time they understand. After all, life in *Fallout 2* can be dangerous and only fools go unarmed. Other times, guards may only allow you to go certain places, or see certain people when you're unarmed. The Shiv is the only weapon that cannot be detected by others.

Note

| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|--------------|-------------|-------|---------|------------------|------|--------|
| Club | 1-6 | 1 | 3 | 3 | N/A | \$30 |
| Knife | Swing 1-6 | 1 | 3 | 2 | N/A | \$40 |
| | Thrust 3-9 | 1 | 4 | | | |
| Rock | Throw 1-4 | 15 | 4 | 1 | N/A | \$0 |
| | Punch 1-4 | 1 | 3 | | | |
| Shiv | 1-4 | 1 | 3 | 1 | N/A | \$0 |
| Switchblade | 2-5 | 1 | 3 | 1 | N/A | \$40 |
| Crowbar | 3-10 | 1 | 4 | 5 | N/A | \$65 |
| Wrench | 3-6 | 1 | 3 | 3 | N/A | \$65 |
| Spear | Throw 3-12 | 8 | 6 | 4 | N/A | \$80 |
| | Thrust 3-10 | 2 | 4 | | | |
| Sledgehammer | Swing 5-10 | 2 | 5 | 6 | N/A | \$120 |
| | Thrust 3-8 | 2 | 4 | | | |
| Super Sledge | 18-36 | 2 | 3 | 5 | N/A | \$3750 |

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*Club**Knife**Rock**Shiv**Switchblade**Crowbar**Wrench**Spear**Sledgehammer and
Super Sledge**Combat Knife**Cattle Prod**Ripper**Louisville Slugger*

(Continued from page 59)

| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|--------------------|-----------------------|-------|---------|------------------|-------------------|--------|
| Combat Knife | Swing 3-10 | 1 | 3 | 2 | N/A | \$165 |
| | Thrust 5-14 | 1 | 4 | | | |
| Cattle Prod | 12-20 (electrical) | 1 | 4 | 4 | Small Energy Cell | \$600 |
| Ripper | 15-32 | 1 | 4 | 4 | Small Energy Cell | \$900 |
| Louisville Slugger | 12-20 | 1 | 4 | 4 | N/A | \$2700 |

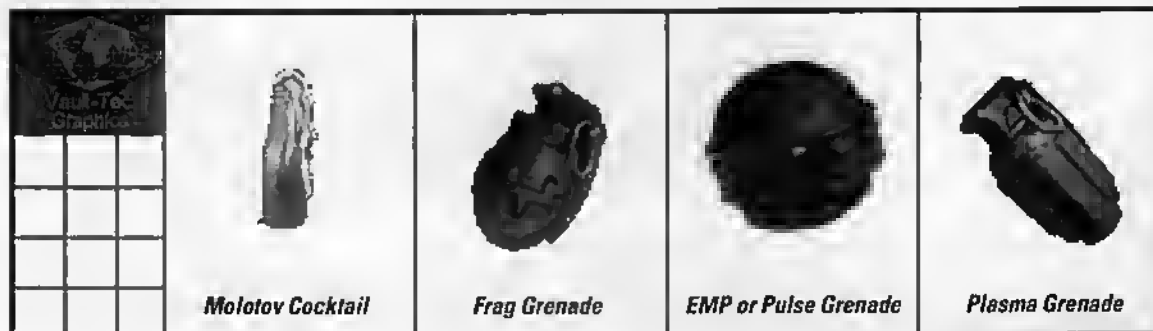
Throwing a weapon is a natural precursor to a screaming *mêlée* charge. Heck, it's a tactic that's worked for thousands of years.

Throwing Weapons

Throwing Skill is used to determine your chance of hitting, whether you're throwing a Knife or a Grenade—always the most ready method at hand when you need to reach out and touch someone.

Grenades

Grenades are the ultimate party favor. When it's time to rumble, nothing breaks the ice with a group of thugs like a Grenade or two.



| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|----------------------|---|-------|---------|------------------|------|-------|
| Molotov Cocktail | 8-20 (fire) | 12 | 5 | 3 | None | \$50 |
| Frag Grenade | 20-35 (explosion) | 15 | 4 | 3 | None | \$150 |
| EMP or Pulse Grenade | 100-500 (EMP works only against robots) | 15 | 4 | 4 | None | \$250 |
| Plasma Grenade | 40-90 (plasma) | 15 | 4 | 4 | None | \$300 |

Throwing Knives

Throwing Knives are high on drama, but I wouldn't recommend them as your only weapon since you can only throw them—you can't stab anyone with these delicate tools. They are worth a fair amount of money, so collecting them from the bodies of former foes is worth the effort.



| WEAPON | DAMAGE | RANGE | AP COST | MINIMUM STRENGTH | AMMO | COST |
|----------------|--------|-------|---------|------------------|------|-------|
| Throwing Knife | 3-6 | 16 | 5 | 3 | None | \$100 |

You won't be the only one using all these keen weapons. In fact, almost every one of them will be used against you before you get to try your hand at them. Only one thing will allow you to survive—we'll talk about armor next.

Armor

You'll want to put as much of this stuff as you can between your soft, delicate skin and all the sharp, hot, or pointy things coming your way. Most armor involves a compromise between

weight and protection, but there are a few high-tech bargains out there. Armor protects against different types of damage with varying effectiveness. For example, Leather Armor gives adequate protection against a swung crowbar, but it won't do anything to slow up that plasma bolt.

Pain comes in many forms. The type of injury that others will try to inflict upon you will determine how effective your armor is at keeping your skin in one piece. All damage in the game is broken down into one of the types listed below.

| DAMAGE TYPE | DESCRIPTION |
|-------------|---|
| Normal | Slicing and dicing, or lead bullets—impact damage |
| Laser | Beams of white-hot coherent light |
| Fire | Burning Molotov Cocktails or a Flamethrower |
| Plasma | Searing energy blasts or energy-plasma explosions |
| Electric | Shocking damage |
| Explosion | Things that go kaboom, such as grenades or TNT |

Armor protects you in three different, but related, ways:

- It increases your Armor Class (AC), making you harder to hit by 1% per point of AC.
- Some armor gives you Radiation Resistance or additional Strength.
- Above all else, armor is famous for stopping damage.

Armor stops damage two ways:

- When an attack hits you, the amount of the armor's Damage Threshold (DT) is subtracted from the attack. This alone may reduce the damage you take to zero.
- Armor can also stop a percentage of the damage that gets past the DT—this percentage is called the Damage Resistance (DR).

Let's say you're wearing Leather Armor and some cretin hits you with a machete for six points of Normal damage. Here's what happens: Leather has a DT against Normal damage

of 2. So, of the 6 points that hit your leather, 2 were stopped by the DT (6-2=4). Leather also has a DR of 25% against Normal damage. So, of the remaining 4 points that got past the DT, 1 more is stopped by the DR (4-25% of 4=3). In this example, you'll be cut for 3 HPs of damage.

Most types of armor protect well against one or two types of damage and not so well against others. No matter what, you can never resist more than 90% of the damage above your armor's DT. In the following pages, a listing of each type of armor's protection and cost follows a brief physical description of the armor itself.

Leather Jacket

The hip Leather Jacket is a relic from the before-times. It has only one sleeve left, but it makes up in style what it lacks in protection.



| ARMOR TYPE | AC BONUS | NORMAL | LASER | FIRE | PLASMA | ELECTRIC | EXPLOSION | COST |
|----------------|----------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|-------|
| Leather Jacket | 8 | DR: 20%; DT: 0 | DR: 20%; DT: 0 | DR: 10%; DT: 0 | DR: 10%; DT: 0 | DR: 30%; DT: 0 | DR: 20%; DT: 0 | \$300 |

Leather Armor

There are two types of Leather Armor. They're both manufactured from the boiled hides of either brahmin or Geckos, and both look the same. Leather Armor Mk. 2 is made with more care, so it gives slightly more protection.



| ARMOR TYPE | AC BDNUS | NDRMAL | LASER | FIRE | PLASMA | ELECTRIC | EXPLOSION | CDST |
|---------------------|----------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|--------|
| Leather Armor | 15 | DR: 25%; DT: 2 | DR: 20%; DT: 0 | DR: 20%; DT: 0 | DR: 10%; DT: 0 | DR: 30%; DT: 0 | DR: 20%; DT: 0 | \$800 |
| Leather Armor Mk. 2 | 20 | DR: 25%; DT: 3 | DR: 20%; DT: 1 | DR: 25%; DT: 1 | DR: 10%; DT: 1 | DR: 40%; DT: 1 | DR: 25%; DT: 1 | \$1000 |

Metal Armor

Metal Armor is manufactured from metal scrap and ancient relics. It's a big step up in protection from Leather Armor—you should score some as soon as possible. Better-armed Raiders often wear this armor. Metal Armor Mk. 2 is made from thicker, more durable metal.



| ARMOR TYPE | AC BONUS | NDRMAL | LASER | FIRE | PLASMA | ELECTRIC | EXPLOSION | CDST |
|-------------------|----------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|--------|
| Metal Armor | 10 | DR: 30%; DT: 4 | DR: 75%; DT: 6 | DR: 10%; DT: 4 | DR: 20%; DT: 4 | DR: 0%; DT: 0 | DR: 25%; DT: 4 | \$1250 |
| Metal Armor Mk. 2 | 5 | DR: 35%; DT: 4 | DR: 80%; DT: 7 | DR: 15%; DT: 4 | DR: 25%; DT: 4 | DR: 10%; DT: 1 | DR: 30%; DT: 4 | \$1900 |

Combat Armor

Combat Armor is prewar personal body armor. Combat Armor Mk. 2 was designed as a heavier set of personal armor, reserved for use by shock troops and Special Forces.

Brotherhood Combat Armor, manufactured by the Brotherhood of Steel, looks like normal Combat Armor, but is made of substantially improved materials and is designed better. In addition to its other protective features, Combat Armor gives the wearer a 20% bonus to their Radiation Resistance.



| ARMOR TYPE | AC BONUS | NORMAL | LASER | FIRE | PLASMA | ELECTRIC | EXPLOSION | COST |
|--------------------------|----------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|--------|
| Combat Armor | 20 | DR: 40%; DT: 5 | DR: 60%; DT: 8 | DR: 30%; DT: 4 | DR: 50%; DT: 4 | DR: 50%; DT: 2 | DR: 40%; DT: 6 | \$6500 |
| Combat Armor Mk. 2 | 25 | DR: 40%; DT: 6 | DR: 65%; DT: 9 | DR: 35%; DT: 5 | DR: 50%; DT: 5 | DR: 55%; DT: 3 | DR: 45%; DT: 9 | \$8000 |
| Brotherhood Combat Armor | 20 | DR: 40%; DT: 8 | DR: 70%; DT: 8 | DR: 50%; DT: 7 | DR: 60%; DT: 7 | DR: 60%; DT: 6 | DR: 40%; DT: 8 | \$4800 |

Tesla Armor

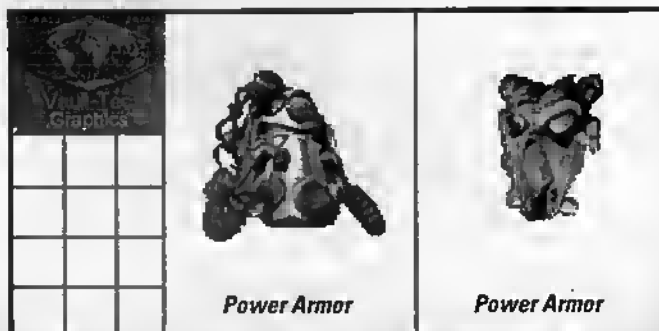
Tesla Armor is designed to deflect energy weapons. However, its protection against impact attacks falls far short of what its military designers were looking for. Still, some surplus suits of Tesla Armor found their way into National Guard Armories, and from there to the Wastes. Tesla Armor gives the wearer a 20% bonus to their Radiation Resistance.



| ARMOR TYPE | AC BONUS | NORMAL | LASER | FIRE | PLASMA | ELECTRIC | EXPLOSION | COST |
|-------------|----------|-------------------|--------------------|-------------------|--------------------|--------------------|-------------------|--------|
| Tesla Armor | 15 | DR: 20%; DT: 4 | DR: 90%; DT: 19 | DR: 10%; DT: 4 | DR: 80%; DT: 10 | DR: 80%; DT: 12 | DR: 20%; DT: 4 | \$4500 |

Power Armor

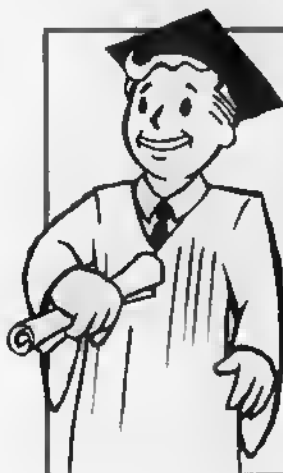
Power Armor is the latest development in personal body armor. This armor must be custom fitted to the user and is so heavy that it requires internal



micro-motors to allow movement. Hardening is a process that increases the protection of normal Power Armor. Advanced Power Armor is a completely new, postwar design of this Cadillac of the personal protection world (tail fins optional).

| ARMOR TYPE | AC BONUS | NORMAL | LASER | FIRE | PLASMA | ELECTRIC | EXPLOSION | COST |
|----------------------|----------|--------------------|--------------------|--------------------|--------------------|--------------------|--------------------|----------|
| Power Armor | 25 | DR: 40%; DT: 12 | DR: 80%; DT: 18 | DR: 60%; DT: 12 | DR: 40%; DT: 10 | DR: 40%; DT: 12 | DR: 50%; DT: 20 | \$12,500 |
| Hardened Power Armor | 25 | DR: 50%; DT: 13 | DR: 90%; DT: 19 | DR: 70%; DT: 14 | DR: 50%; DT: 13 | DR: 50%; DT: 13 | DR: 60%; DT: 20 | \$15,000 |
| Advanced Power Armor | 35 | DR: 55%; DT: 18 | DR: 90%; DT: 19 | DR: 70%; DT: 16 | DR: 60%; DT: 15 | DR: 60%; DT: 15 | DR: 65%; DT: 20 | \$20,000 |

A armor, especially Power Armor, will help to keep you alive, but you'll need a wide assortment of other items to succeed. Some items are bigger than a breadbox, some are smaller; some items are unique, some are quite common—but they're all useful at one time or another. The drugs and other goods that you'll need during your travels are covered in the next chapter.



Power Armor gives the wearer +3 Strength and a 30% bonus to Radiation Resistance. Advanced Power Armor gives the user +4 Strength and a 40% bonus to Radiation Resistance.

Note

Pretty Darn Useful Things

The tools of destruction were too heavily relied upon in the beforetimes. Fascination with the wares of death's pleasure must have consumed our forefathers, judging from the destruction they wrought upon one another and our home. The nature of mankind has not changed so much since then that weapons are unnecessary. I, however, hope that our people continue to find more utility in the tools of life rather than the instruments of death.

—Excerpt from the Book of the Elders' 229th Season

Chapter 4



A

armor and weapons shouldn't be underrated—nothing else you own will do as much to keep you alive. However, no matter how tough your armor is and how dangerous your weapons are, they won't be enough. During your travels, you'll need an assortment of drugs, tools, and miscellaneous

oddities to succeed. There are an incredible variety of items that fill the handmade dusty shelves of the new settlements and deserted tunnels of *Fallout 2*. Not every item that you'll be able to find will be useful or even valuable. However, the items that do matter, and some that don't matter as much, will be listed here.



Better Living Through Chemistry

Drugs are an integral part of the *Fallout 2* world. Some of them can make you stronger, smarter, or faster, but—as in the real world—drugs can take a heavy toll on the user. When taken moderately, drugs can make a substantial addition to your arsenal. When taken too often, they will be your downfall.

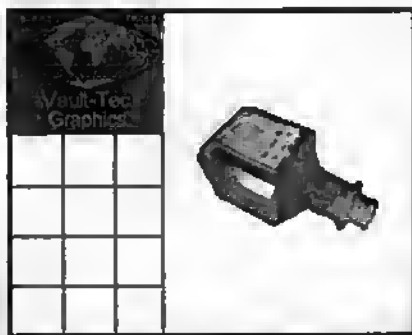
Drugs are defined by the effect that they have on you. Each column of a drug's description in the lists below shows a different type of information. The first two columns show which of your character's attributes are affected by the drug and what the effect is. These drug effects are broken up into three time segments in the third column—the time required for each stage of a drug's effect to kick in is different for each drug. No matter how many attributes are affected by a drug, the time increments are the same for all of them. The first stage shows the effects on your PC when you first take the drug. Then, there's a longer-lasting second stage. And finally, there's a recovery stage during which your PC comes back to normal. The effects listed are cumulative.

Here's an example of drug effects over time: Your character is about to walk into a radioactive hot spot. To prepare yourself, you take some Rad-X. Immediately, your Radiation Resistance increases by +50; 24 hours later, you lose 25 points of this, so your Radiation Resistance is now only +25 above normal. 48 hours after that (three days since you took the Rad-X), you lose another 25 points of Radiation Resistance, which puts you back at your normal base level.

When you take most drugs, there's a chance that you'll become addicted to them, so the likelihood of addiction is listed for each drug, including any penalties for withdrawal. Your PC will suffer these penalties until either the time listed elapses or you have another dose of the drug that you're addicted to. The last bit of information about each drug is how much a dose costs.

Antidote

Antidote reduces the effects of poison. You should carry at least one bottle of Antidote with you when you're starting out, because the deserts are, literally, crawling with poisonous Radscorpions.

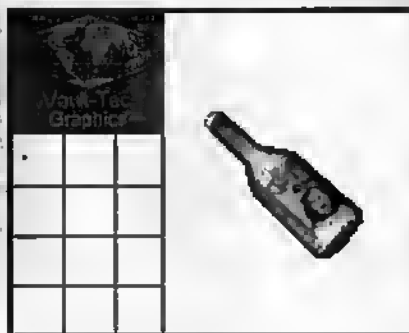


| STATS | EFFECTS | TIME | ADDICTION | COST |
|--------------|-------------|------------------------------|--------------|------|
| Poison Count | -25/-25/-25 | Immediate/1 minute/2 minutes | Nonaddictive | \$50 |

If you don't have any Antidote, there are more time-honored methods of deadening pain.

Beer

Beer is a home-brewed grain drink. When you buy this drug for others, it often induces them to think favorably of you (and even to think favorably of themselves).



| STATS | EFFECTS | TIME | ADDICTION | COST |
|------------|---------|-------------------------|--------------|------|
| Perception | -1/+1/0 | Immediate/1 minute/none | Nonaddictive | \$5 |

When it's time to relax, you've earned yourself a shot of some real homemade hooch—white lightning, not just some wimpy grain drink.

Booze

Booze is a distilled product of high alcohol content made from rotting corn, grain, potatoes, or Spore Plants. Some booze—the good stuff—may even be left over from before the War.



| STATS | EFFECTS | TIME | ADDICTION | COST |
|------------|---------|------------------------------|--------------|------|
| Perception | -1/+1/0 | Immediate/1 minute/2 minutes | Nonaddictive | \$10 |

I'd rather have a bottle in front of me, because when you get drunk, your testosterone builds to bull-moose levels. (Hey, where's a sports bar when you need one?) However, there's another way to boost your manliness.

Buffout

Originally made popular through clandestine use by professional athletes, Buffout is particularly helpful in m  le or unarmed combat.

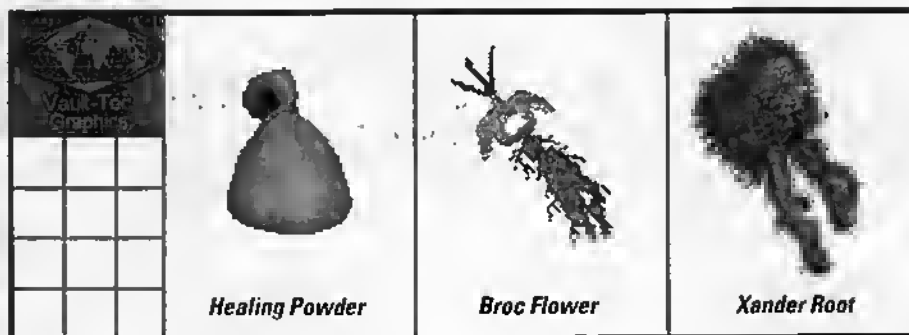


| STATS | EFFECTS | TIME | ADDICTION | COST |
|-----------|----------|----------------------------|--|-------|
| Strength | +2/-4/+2 | Immediate/6 hours/18 hours | 25% per dose: | \$200 |
| Agility | +2/-4/+2 | | Strength -2, | |
| Endurance | +3/-4/+1 | | Agility -3, Endurance -2, for 48 hours | |

Buffout got you burned out? Try some soothing Healing Powder for relief.

Healing Powder

Combining dry Broc Flower with crushed Xander Root makes this primitive healing medicine. Hakunin, your village shaman, has been making this foul-smelling concoction for as long as you can remember.

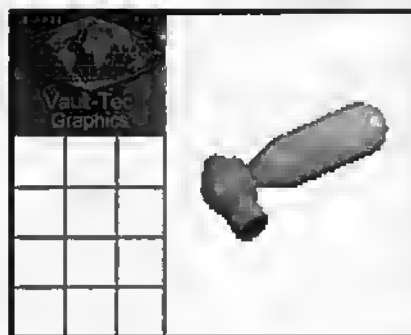


| STATS | EFFECTS | TIME | ADDICTION | COST |
|----------------------------|------------------------------|------|--------------|------|
| • Hit Points Perception | +(8-18) -2 (for 36 hours) | None | Nonaddictive | \$75 |

Tired of nasty homemade drugs? Use modern, high-tech, recreational medicines for a change of pace.

Jet

Jet is the single most addictive drug in *Fallout 2*. It's extremely useful in combat since it gives you extra Action Points. However, Jet doesn't last very long, and the withdrawal penalties are severe, so use this drug with caution.

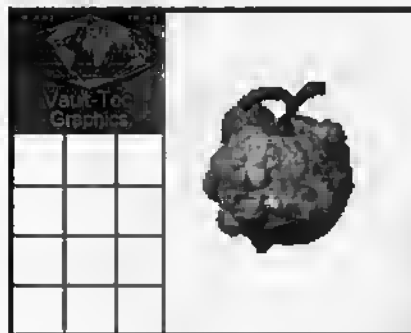


| STATS | EFFECTS | TIME | ADDICTION | COST |
|---|---------------------------------|-------------------------|--|-------|
| Action Points Strength Perception | +2/-2/0 +1/-3/+2 +1/-3/+2 | Immediate/2 days/2 days | 50% per dose: -2 APs, -3 Strength, -3 Perception, for 2 days | \$100 |

Flying high on Jet will give you the munchies with supersonic speed.

Mutated Fruit

Though not a drug in the strictest sense, these oddly appealing edibles do have an effect upon the consumer.

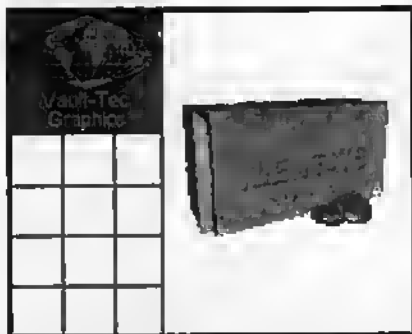


| STATS | EFFECTS | TIME | ADDICTION | COST |
|------------|---------|---------------------------|--------------|------|
| Current HP | +4/0/0 | Immediate/2 hours/4 hours | Nonaddictive | \$10 |
| Rad Count | 0/+1/+1 | | | |

A Mutated Fruit a day keeps the.... Hmm, maybe you should just take your Mentats instead.

Mentats

This party drug was once favored for the boost it gave to creativity—tune in, turn on, drop out. Mentats are just the ticket when you need to figure out something particularly perplexing or impress someone with your wits and charm. Mentats also sharpen your Perception, which greatly enhances long-range sniping attacks.



| STATS | EFFECTS | TIME | ADDICTION | COST |
|--------------|----------|------------------------|--------------------------------|-------|
| Intelligence | +2/-4/+2 | Immediate/1 day/4 days | 15% per dose: Intelligence -4, | \$280 |
| Perception | +2/-4/+2 | | Perception -4, | |
| Charisma | +1/-3/+2 | | Charisma -3, for 1 week | |

Is your brain on overdrive? Take the pause that refreshes.

Nuka Cola

Once the world's favorite soft drink, many bottles of this pre-War favorite still survive. You can't have just one. Becoming addicted to this flavorful drink has no negative side effects—but you'd sure like another bottle.

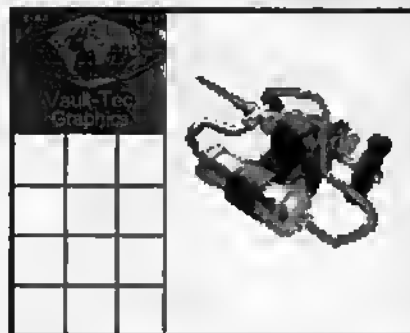


| STATS | EFFECTS | TIME | ADDICTION | COST |
|-------|---------|------|----------------|------|
| None | None | None | 10% per bottle | \$3 |

Some people get so upset when they don't get their caffeine.

Psycho

This drug was developed specifically for military use. It increases a soldier's damage resistance, and its dampening effect on higher brain functions makes for tough, but uncontrollable, troops. This drug was very popular for human-wave assaults. Take it just before a difficult combat, and then go someplace safe to sit out the aftereffects.



| STATS | EFFECTS | TIME | ADDICTION | COST |
|-------------------|-------------|---------------------------|------------------------|-------|
| Agility | +3/-3/0 | Immediate/4 hours/8 hours | 20% per dose: | \$400 |
| Intelligence | -3/+1/+2 | | Agility -3, | |
| Damage Resistance | +50/-25/-25 | | Intelligence +1, | |
| | | | Damage Resistance -25, | |
| | | | for 1 week | |

Did you get crazy and run into places that glow? You're going to need something to relieve that dry, flaky skin and those loose, bleeding gums.

RadAway

When you've had too much radiation, RadAway will soothe that burning itch, and remove some Rads at the same time.



| STATS | EFFECTS | TIME | ADDICTION | COST |
|-----------|-------------|---------------------------|--|-------|
| Rad Count | -25/-50/-75 | Immediate/2 hours/4 hours | 10% per dose: Rad Resistance -20, for 10 days. | \$500 |

An ounce of prevention is worth a pound of cure. If you take your Rad-X in time, you won't have to take RadAway.

Rad-X

You should take two doses of Rad-X to increase your Radiation Resistance *before* you enter an area that you think may be radioactive. Try to keep a couple of these with you at all times, just in case.



| STATS | EFFECTS | TIME | ADDICTION | COST |
|----------------|-------------|-----------------------------|--------------|-------|
| Rad Resistance | +50/-25/-25 | Immediate/24 hours/48 hours | Nonaddictive | \$300 |

Funny how radiation and damage seem to go hand in hand—you almost never find one without the other.

Stimpack

Stimulation delivery packages (Stimpacks) are the standard healing medication in the Wastes. You can *never* have too many Stimpacks around. Keep a Stimpack in your secondary slot so that you can use it right away, rather than having to dig in your pack for it.

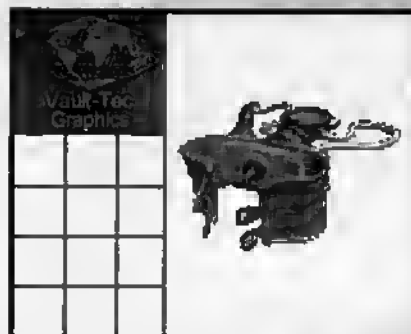


| STATS | EFFECTS | TIME | ADDICTION | COST |
|-------|---------|-----------|--------------|-------|
| HP | +(5-20) | Immediate | Nonaddictive | \$100 |

If some is good, more can only be better.

Super Stimpack

When you're in the heat of battle and don't have time to staunch those arterial bleeders, real warriors reach for the Super Stimpack. The upside is that you get a lot of healing when you really need it—right now. The downside is that you'll lose some of those HPs a few minutes later—that much rapid healing is tough on the old bod. If you use a Super Stimpack, make sure that you have enough HPs to remain standing when you have to give some of them back a few minutes later.



| STATS | EFFECTS | TIME | ADDICTION | COST |
|-------|-----------|------------------------------|--------------|-------|
| HP | +75/-3/-6 | Immediate/1 minute/2 minutes | Nonaddictive | \$225 |

Did all that healing make you ravenous? Nothing restores flagging spirits and energy levels the way junk food does.

Cheezy Poofs

They're yummy, they're nutritious (well sort of), and they last *forever* without going stale—they're scrum-diddly-icious Cheezy Poofs, and giant Mole Rats just love 'em.

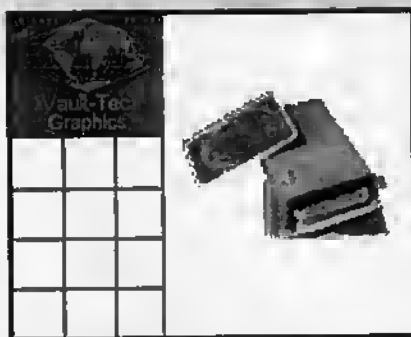


| STATS | EFFECTS | TIME | ADDICTION | COST |
|-------|---------|-----------|--|------|
| HP | +(5-10) | Immediate | 25% per box: Intelligence -2, Perception -1, for 48 hours | \$50 |

What's better with snack food than a game?

Tragic the Garnering™

This isn't just a game, it's a way of life—and it sure can be addicting. But take heart, you need to have been only one deck of Tragic the Garnering™ cards in inventory to stave off the effects of withdrawal. Isn't it time to build a new deck?



| STATS | EFFECTS | TIME | ADDICTION | COST |
|-------|---------|------|---|-------|
| None | None | None | 25% per game played: Intelligence -1, Perception -2, Luck -2, for 1 week | \$100 |

Without drugs, life would be impossible amongst the radioactive sands. You'll find many other items that aren't as necessary to your survival, but they'll sure make your life easier.

Useful Things

The Wastes are filled with leftover relics from the world before the bombs fell. You won't need everything in this section, but you'll find many of these items to be useful. Each item's description is followed by its cost.

Few things are as handy as a tool. Here you'll find a tool for every job, which is good since there's a job for every tool.

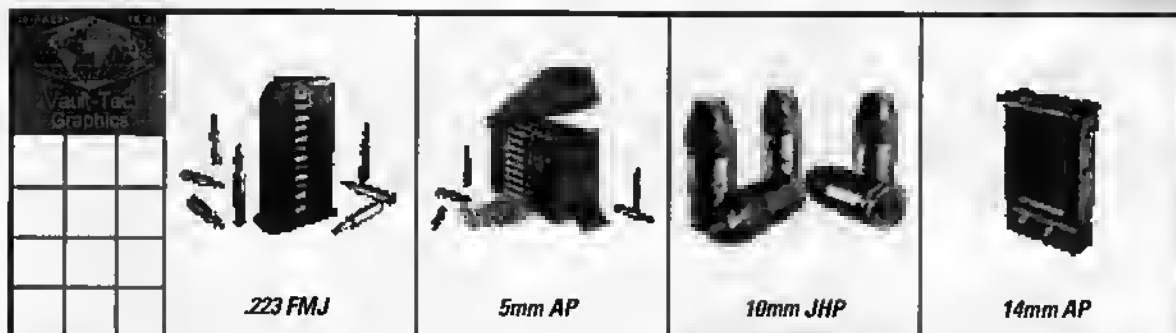
Tools

Just having a tool in your inventory isn't enough. Some tools in *Fallout 2* give your character a bonus when you use the tool *on* an item. These tools will help you with healing, picking locks, or repairing items, while other tools are useful by themselves rather than as a means to an end. In either case, I'll tell you which tool is best for any given task.

Ammunition

These boxes, clips, and belts contain all the love you'll ever want to share with the creatures you meet. You can't use this tool by itself, but its value as a life preserver is unquestionable.

Cost: Varies by caliber



Backpack

Carrying a pack on your back gives you additional room to stuff your gear, as well as a tidy way to organize your inventory list.

Cost: \$100

Doctor's Bag

Keeping your body in working order is probably the best use you could find for a tool. Use the Doctor's Bag to add +25 to your Doctor Skill.

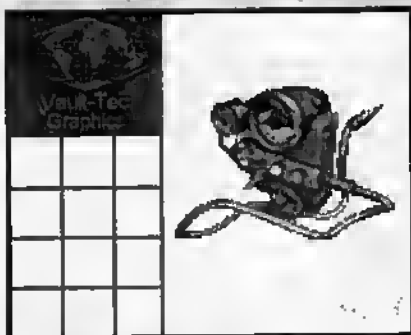
Cost: \$300



Useful Things

Electronic Lockpick

This lockpick is the only aid that you'll be able to use when you're trying to pick electronic locks. High-tech installations are usually equipped with electronic locks rather than mechanical ones. Electronic locks usually control elevators, sliding doors, and large security doors. The Electronic Lockpick adds +25 to your Lockpick Skill when you're attempting to pick high-tech locks.
Cost: \$375



First Aid Kit

When you're hurt and you need to treat someone with your First Aid Skill, using the First Aid Kit effectively increases your skill by +25. Having a bit of iodine and some clean bandages makes all the difference.
Cost: \$200



Geiger Counter

The Geiger Counter is just the thing when you're not sure if the area you're in will make you glow in the dark. Activate the Geiger Counter by placing it into one of your active slots (hands) to see if you're being cooked by gamma radiation, which makes it easier to know when to pop a few Rad-X.
Cost: \$650



Lockpick

No Stealth Boy would be caught dead without these tiny, but handy, tools. With a few small picks and files, your Lockpick Skill is increased by +25. Unfortunately these Lockpicks work only on mechanical locks (you'll need Electronic Lockpicks for the high-tech deadbolts).

Cost: \$150



Micro-Fusion Cell

This energy cell is the only one capable of producing the prodigious amounts of power demanded by larger energy weapons. If you use a Plasma Gun or Laser Rifle, make certain that you have plenty of Micro-Fusion Cells with you at all times.

Cost: \$1000



Motion Sensor

This device snaps into your Pip-Boy. After using the Motion Sensor, you'll benefit from a special feature of your Pip-Boy's map. Access the map in the usual way—you'll notice a small switch at the bottom of the map screen. Turn on the switch—the Motion Sensor will scan the entire local map to pinpoint any living creatures for you. Use this feature only when you really need it since the batteries on the Motion Sensor don't last forever.

Cost: \$800



Radio

Even better than two cans connected with twine, this military-style radio allows your enemies to talk to one another, about you.

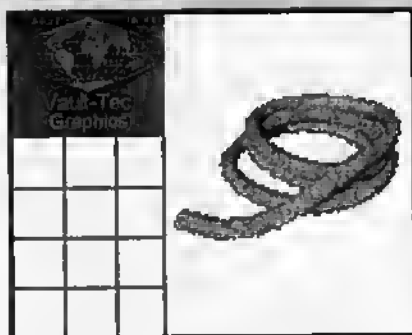
Cost: \$350



Rope

We try to give you just enough rope...to get up and down to hard-to-reach spots. To climb a rope, you need to Use the rope on a location that's suitable for attaching it. Look for projections that hang over chasms or tie-off points. If you're not sure whether the rope will work on a particular object, attempt to Use the rope on an area—if you can't attach the rope to a location, you'll get a message telling you that you can't use it here. If you *can* attach a rope to an area, the rope shows up attached to the item (you're a really fast knot maker). You should always have at least one rope with you, just in case.

Cost: \$25



Shovel

There are a lot of holes in the desert. Some of them need to be bigger; others need to be filled in. Either way, a shovel will make earth moving a lot quicker and easier. Shovels are also used to get past earthen obstacles. If you see a mound of suspicious-looking earth, try to Use your shovel on the earth. If the object resists your intrepid entrenchment tool, you'll get a message to that effect. Otherwise, keep digging—maybe you'll find some buried treasure.

Cost: \$15



Small Energy Cell

This type of energy cell powers most pistol-sized energy weapons. Make sure you always have reloads on hand.

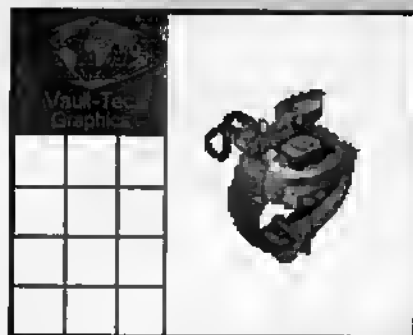
Cost: \$400



Stealth Boy

This handy device has to be equipped in one of your active item slots (hands) before you can turn it on. Once you turn it on, your character becomes translucent—other critters in the area will have a much more difficult time spotting you. The batteries in this unit have a very limited lifetime, so use the device with restraint. Remember that the Stealth Boy makes you only harder to spot, not impossible to spot. If you get into combat, you'll be spotted just as easily as though you weren't using the Stealth Boy, so you might as well turn it off.

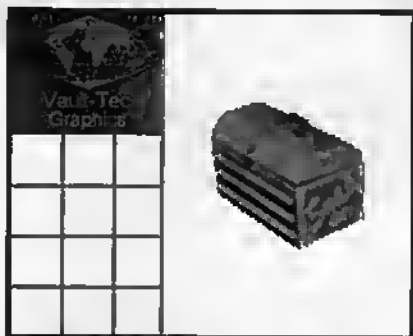
Cost: \$1800



Super Tool Kit

You just can't have enough tools. The Super Tool Kit has the right tool for almost every job. Using this object gives you +50 to your Repair Skill.

Cost: \$1000

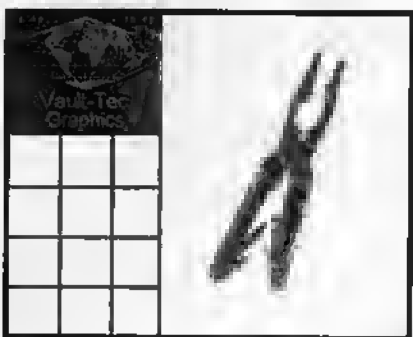


Tool

There's no such thing as a truly universal tool, but this Tool sure comes close. Use it on an object that you're trying to repair—you'll receive a +25 bonus to your Repair Skill.

Cost: \$200

If you can't pick it, dig it, or fix it, there's only one other thing to do—blow it.



Explosives

Sometimes you have to destroy to create. What better way to do so than with explosives? Both types of explosives work the same way—a timer sets them off. To use them, select an explosive from your inventory and Use it. When you Use the explosive, a window showing a timer will pop up.

You can use explosives to blow up certain doors. To destroy really tough doors, you may need to set more than one explosive. If you aren't certain that a door can be blown up, save your game before setting the explosive. If your blast didn't open the door, you can go back to your saved game and conserve your explosives.



If your Traps Skill isn't higher than 75, make certain to set explosive timers to 30 seconds or longer. If your Traps Skill is too low, you could accidentally set the explosive off too soon.

Warning

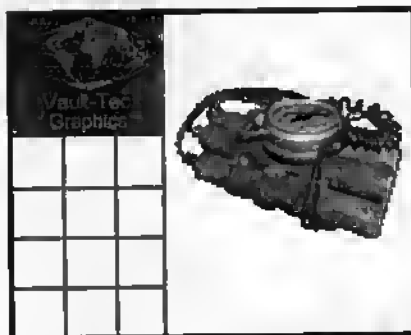
A more dastardly use for explosives is to Use the explosive and set the timer. Then, use your Steal Skill to plant the ticking explosive on a foe (Steal allows you to plant items on a mark as well as take them). Finally, run like hell before the surprise package goes off.

This technique, while difficult to time, has high entertainment value if you can pull it off successfully. One great way to make it work is to plant the explosive, with the timer ticking, adjacent to a door leading to a group of enemies. Then, open the door, fire a few shots into your foes, and beat a hasty retreat. If you time this just right, your enemies should be clustered eagerly around the door when the little gift you left for them goes off. You'll be the life of the party with a gag like that.

Dynamite

This is not an exclamation from a bad TV sitcom, but just as much of a bomb anyway. Dynamite is a proven favorite. Whether you're mining for ore or organs, dynamite will make a lasting impression.

Cost: \$500



Plastic Explosives (Plastique)

It's not super elastic, but this plastic is still oodles of fun. Form it into silly shapes around locked doors or groups of enemies. A barrelful of monkeys might be more fun...but I doubt it.

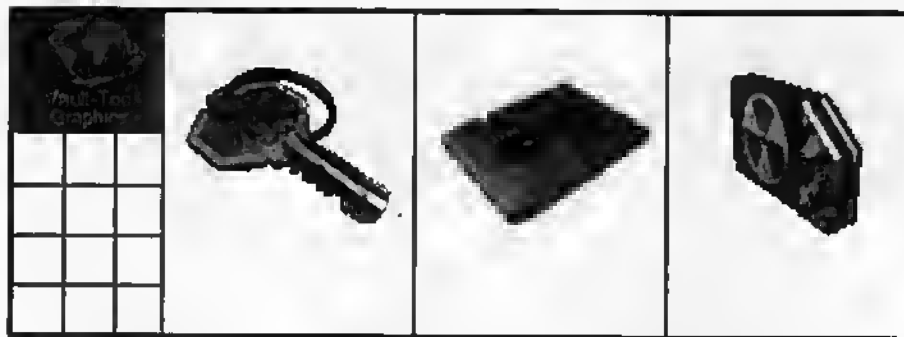
Cost: \$850

Although blowing doors apart is fun, sometimes it attracts a tad too much attention. For a less dramatic entrance, use the key.



Keys

There are several types of keys in *Fallout 2*, but they all fall into one of two types: low-tech keys for mechanical locks and high-tech key cards for electronic locks. If the key looks like one you might find on your own key ring at home, it's for a low-tech lock. If the key looks like a brightly colored flat plate or card, it's for a high-tech electronic lock. Electronically locked doors are often color coded so that you can figure out which color key card goes with which door.



Figuring out how to do things beforehand is usually better than thrashing about blindly—knowledge is your best ally. Few things are as heavily laden with information as books (like this one).

Reading Materials

There are two types of reading materials in *Fallout 2*, recreational and informative. Recreational reading materials give your character no benefit, other than some amusement. However, reading informative books will increase specific skills. Each time you use an informative book, you absorb everything you can from the book and then discard it. The book disappears from your inventory. You'll have to acquire and use another of the same type of book to increase your skill again.

Every time you read the same type of book, you learn a little bit less from it. The first book of each type that you read gives your PC nine more points in the skill covered by the book. The next time you read the same type of book, your skill will increase by only eight, the next time by only seven, and so on—until you've learned all you can from a specific type of book.

Big Book of Science

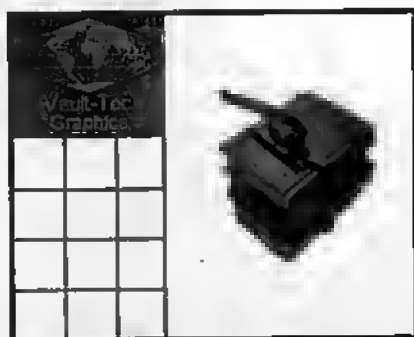
This hefty tome increases your Science Skill and your sense of awe at the natural wonders around you.

Cost: \$400

Cat's Paw Magazine

This, uh, cat fancier's magazine has no redeeming value. You'll learn nothing of use to you in the Wastes when you read about...cats.

Cost: \$5



Dean's Electronics

Shocking breakthroughs in teaching methods allow you to learn about a variety of electronics. Your Repair Skill will certainly benefit from this additional knowledge.

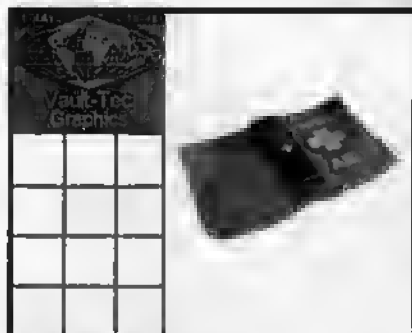
Cost: \$130



First Aid Book

From anemia to zooplasty, it's all covered in this book. Your First Aid Skill will be enhanced by what you learn here.

Cost: \$175



Guns and Bullets

What better way to increase your Small Guns Skill than by flipping through an annual issue of *Guns and Bullets*.

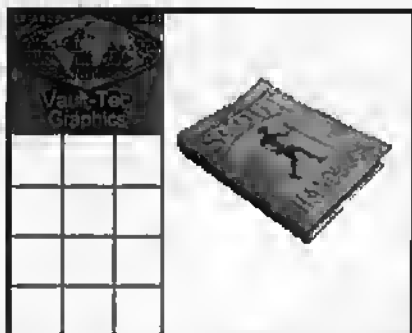
Cost: \$425



Scout Handbook

Both girls and boys will always be prepared for whatever the Wastes have in store, since this book increases Outdoorsman Skill and helps you earn merit badges at the same time. You won't be a tenderfoot for long if you read this helpful handbook.

Cost: \$200



Holodisks and Holotapes

These disks and tapes were the very latest in pre-War information storage technology. They hold a whopping 256K of information—apiece! While it's unlikely that anyone will ever need that much storage space for any sort of data, these durable disks and tapes are often encoded with useful information. Standardized holodisks and holotapes—holos—are still used throughout the Wastes for transferring information. Taking a holo from one person to another is an effective way of delivering a lot of information in a small package.

Some holos impart their information to you—just use the holo in your inventory, and then check your Pip-Boy to see if the holo's information was downloaded to your Pip-Boy's memory for your reading pleasure. These tapes aren't usually worth anything—but the information they carry sure can be.

From food for thought to food for your belly, the desert is filled with surprises.



Ravioli, Reptiles, and Radscorpion Tails

Old boxes of noodles, critter parts, and herbs—they're all yours for the taking, if you know what to look for.

Box of Noodles

This is an ancient box of dried pasta with capers. At least you *think* they're capers.

Cost: \$35



Iguana-on-a-Stick

Some vegetables and a freshly flame-broiled iguana, delicately roasted in its own skin, make this tasty treat so sought after.

Cost: \$8-20

Meat Jerky

The foremost producers of Meat Jerky are the Dunton brothers in Klamath. Their Dunton's Drymeat is well known for its durability, when assaulted with teeth, and its special secret ingredients. It's mmm-mmm good. In fact, it's so good that some animals will home right in on it, which makes it an excellent lure and critter distracter. Throw the jerky one way while you run the other.

Cost: \$5

Radscorpion Tail

The tail can be taken from dead Radscorpions and sold almost anywhere, and is prized for the poison sac it contains, which is used to make a poison antidote.

Cost: \$10

Most things you find will have an obvious use associated with them. However, quite a few things have little use whatsoever in game terms. These treasures are fondly referred to as junk. We'll talk about junk next.

Junk

It's everywhere, and it's nothing. Tiny bits of the bygone times are mixed in with the refuse of today. Come get your share as we explore the odds and ends you'll find in the Wastes. Remember that one man's trash is another's treasure—the value of each item follows its description.



You might want to wear gloves. It's always kind of messy pawing through junk.

Boxing Gloves

Gloves are just the thing for a ring-bound matchup of pugilists—Marquis of Queensberry rules, I assume?

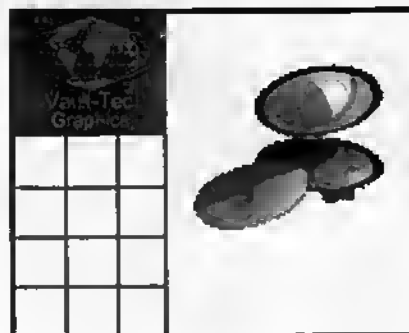
Cost: \$250



Cosmetics Case

No one should have to face the perilous radioactive desert without a bit of genuine Mary May makeup.

Cost: \$25



Dice

Some dice are straight; others are loaded. Make sure you can tell the difference.

Cost: \$5 (straight); \$20 (loaded)



Firewood

Dry and ready for burning, firewood is just the right size to refuel a hooch-making still.

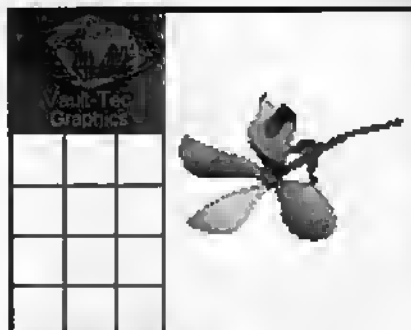
Cost: Free



Flower

It's a pretty flower, and sure smells good. Somehow I think everything's going to be OK.

Cost: Free



Fuzzy Painting

This is a genuine Velvis—a portrait of a popular entertainer on velvet fabric. *Très chic.*

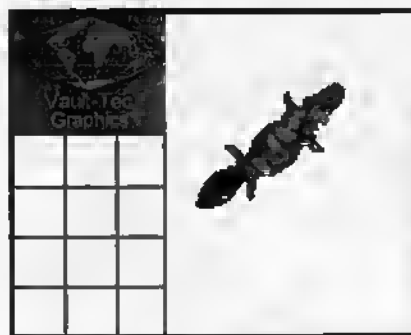
Cost: \$300



Gecko Pelt

Both Golden Geckos and Normal Geckos have hides that can be turned into all sorts of useful and attractive clothing items.

Golden Gecko Pelt Cost: \$125; Normal Gecko Pelt Cost: \$25

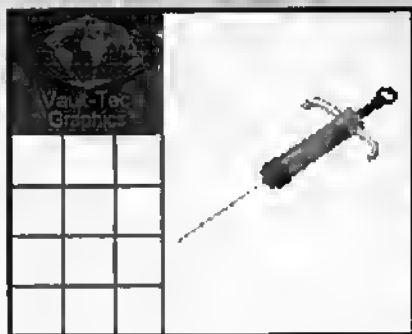


Hypodermic Needle

This is a discarded needle. What was it filled with last? What's it taste like? Kids just love to play with these things.

Cost: \$2

Junk is wonderful, but it's not overly special. If you want to become a connoisseur of the Waste's treasures, you'll need to collect more unique items. I'll take you on a tour of all the unique items in the game in the next section.



Unique Things

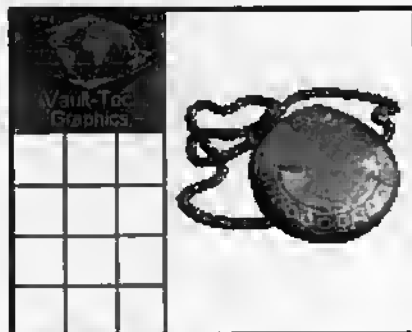
While the things described in the last section aren't always abundant, you can easily find several of each scattered throughout the Wastes. The unique nature of the items described in this section makes them particularly prized. Each of these items has a specific purpose in one area of the *Fallout 2* world. So, a picture and description of each item are followed by the location where you'll find the item, as well as where it needs to be used..

The first item is prized more for sentimental reasons than intrinsic worth.

Anna's Gold Locket

This keepsake means a lot to poor Anna—she'll be grateful for its return.

Found and Used in: The Den



Ball Gag

This device is used to restrain those who might bite or call out. It's Torquemada's original party gag.

Found and Used in: Broken Hills



Becky's Book

This is a torrid romance novel guaranteed to turn you into a seething caldron of lust, or put you to sleep.

Found and Used in: The Den

Brains

You can never have too many. These handy accessories bring life to your own homemade Robobrain. Chimp, human, abnormal, or cybernetic—they all function, more or less, the same. Plug in the Cybernetic Brain for best results.

Found and Used in: Sierra Army Depot

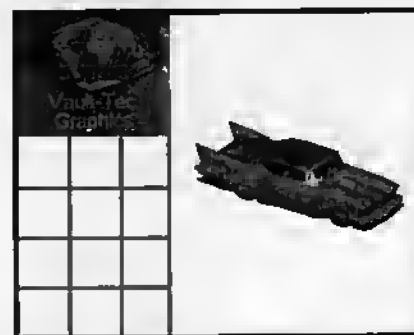
Cat's Paw Issue #5

It's known as "The Lost Issue," and collectors and enthusiasts alike value this extremely rare issue of *Cat's Paw* magazine. The coverage it gives its... cats... is most intriguing. If you read it, a fascinating article will give you a +5 to your Energy Weapons Skill. Gee, I guess some people do buy it for the articles.

Found in: New Reno; **Used in:** Anywhere

Chrysalis Motors Highwayman

One of the most useful items that you'll find is this shining example of American iron. The Chrysalis Motors Highwayman was once renowned for its high performance and durability. "Nothing can stop a Highwayman" was a phrase familiar to most drivers. The motto still holds true today. If you repair the car with a part that you'll find in Gecko, you can



fuel it with standard energy cells and use it to move rapidly across the world map, well equipped to outrun most enemies that you'll find.

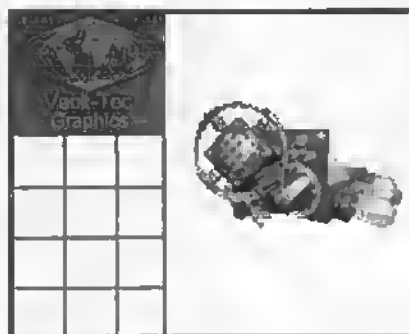
Towns in the post-apocalyptic world don't allow motor vehicles on their streets, citing something about aged fuel cells exploding. However, parking your Highwayman on the outskirts of town gives you access to a quick getaway as well as a secure storage spot for your goodies within the car's spacious trunk.

Found in: The Den; **Used in:** Anywhere

Computer Voice Module

This is a snap-in module that you'll need to repair the computer in Vault 13.

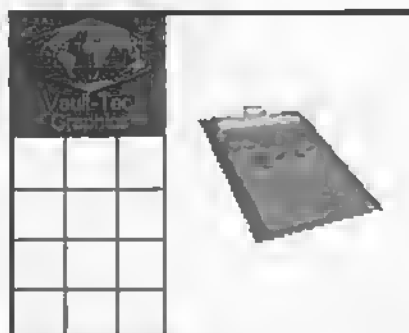
Found in: New Reno or NCR; **Used in:** Vault 13



Coolant Report

If someone used the data in this erroneous report, the resultant coolant pump settings would cause Gecko's atomic reactor to overheat and melt all the way to China. Of course, that may be just what you want to happen.

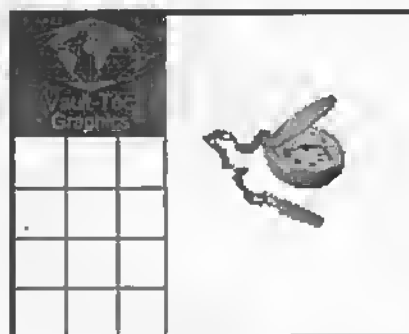
Found and Used in: Gecko



Cornelius' Gold Watch

Cornelius has lost his gold watch and is blaming everyone around him for stealing it. If you can find the watch for him, bloodshed will be averted.

Found and Used in: Modoc



Day Pass

This pass allows you to enter the Magic Kingdom for a day. OK, it actually lets you into Vault City for 24 hours.

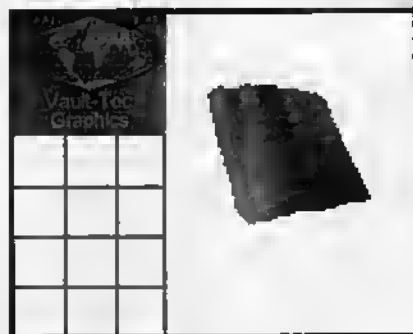
Found and Used in: Vault City



Doctor's Papers

These papers contain detailed plans for making or fixing your very own Robodog. You need to have a good Science Skill (or find a pal who does) to use them.

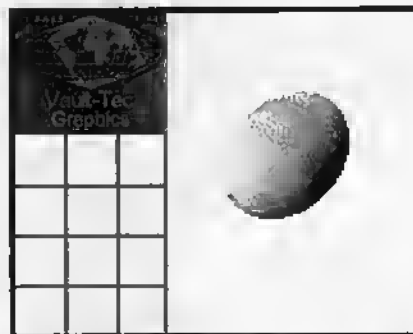
Found and Used in: NCR



Easter Egg

Every game's got one. You just found *Fallout 2*'s. Well, one of them anyway. This wacky item gives you a special friend.

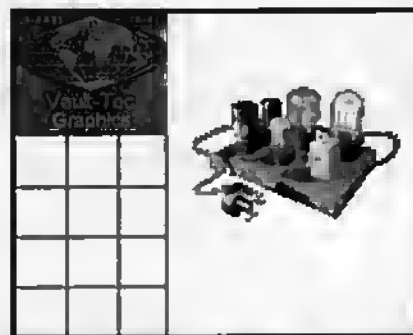
Found in: Random location; **Used in:** Anywhere



Excavator Chip

This chip is the brains behind a constant-flow ore extractor—an industrial mining machine. The chips tend to go bad due to the high vibration of the machines that they're installed on and the dusty environment.

Found and Used in: Redding



Eye

The eyes have it—access permission that is, the very latest in security systems. Hold Clifton's or Dixon's eye up to the retinal scanner and in you go.

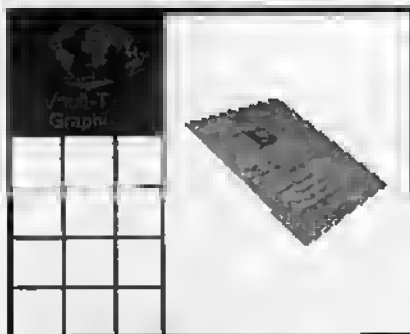
Found and Used in: Sierra Army Depot



Fake Citizenship

It's not the real thing, but almost as good. These papers show that you're an almost-genuine citizen of Vault City.

Found and Used in: Vault City



Field Switch

This switch is used to shut down the air-purifier in Broken Hills Uranium Mine.

Found and Used in: Broken Hills.



Fuel Cell Controller

This handy item is the one missing part that allows you to get the fabulous Chrysalis Motors Highwayman running again.

Found in: Gecko; **Used in:** The Den



Fuel Cell Regulator

The Highwayman was never known for getting great mileage out of its fuel cells, but with this aftermarket (way after) Fuel Cell Regulator, your mileage should double.

Found in: Klamath; **Used in:** The Den



GECK

This is what it's all about—the salvation of your village right in your hand. Just add water and stir.

Found in: Vault 13 and The Enclave; **Used in:** Arroyo



Holy Hand Grenade

This blessed explosive weapon inflicts massive damage upon thine enemies that it may slay them utterly. Particularly useful against the dread Vorpai-Rat.

Found and Used in: Special Random Encounter



Hydroelectric Magnetosphere Regulator

This mouthful of an item is what the Gecko reactor needs to have installed for it to run without polluting Vault City's water supply.

Found in: Vault City; **Used in:** Gecko



Jet Antidote

Jet causes addiction at an alarming rate, but one application of this powerful antidote will make you never want to be a Jet-jockey again.

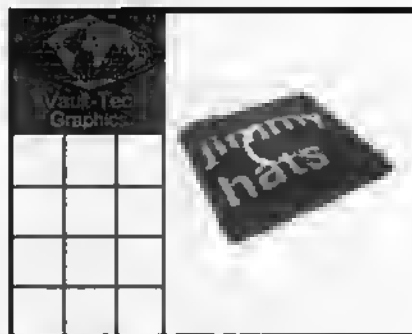
Found in: Vault City; **Used in:** Redding



Jimmy Hat (Red)

This bright red prophylactic allows the wearer to cut a truly dashing figure. They come in other colors, but the red Jimmy Hat is the only one known to improve the user's performance.

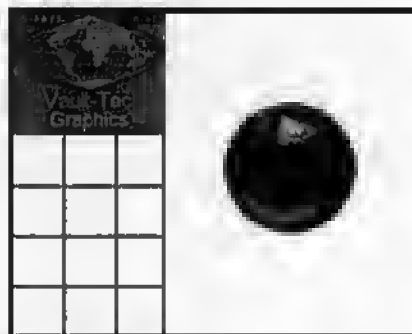
Found and Used in: New Reno



Magic Eight Ball

Sometimes it's almost impossible to decide the correct course of action. With this potent prognosticator, decisions are easy. A truly lucky character may receive some special insight from the Magic Eight Ball.

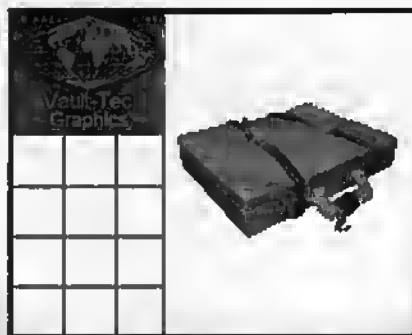
Found in: Unknown; **Used in:** Everywhere



Moore's Briefcase

It's a brahmin-hide document holder and bomb, all in one. Make sure you use it to deliver the documents—or you'll get to experience its other function.

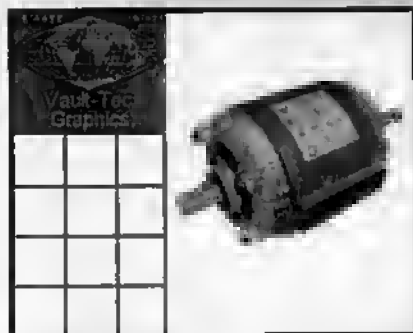
Found in: Vault City; **Used in:** NCR



Motor

This 40-hp motor is used to keep the stagnant air in the lower uranium mines sweet and fresh, all day long.

Found and Used in: Broken Hills



Mutagenic Serum

You have to become an amateur experimenter with this toxic sludge to get a faithful robo-dog companion.

Found and Used in: NCR



NavCom Computer Parts

These hard-to-find spare parts are just the right thing to repair a ship's navigational computer.

Found in: Vault 13; **Used in:** San Francisco



Part Requisition Form

No form, no part—that's the way the Gecko reactor supply room works. Better have your requisition form handy.

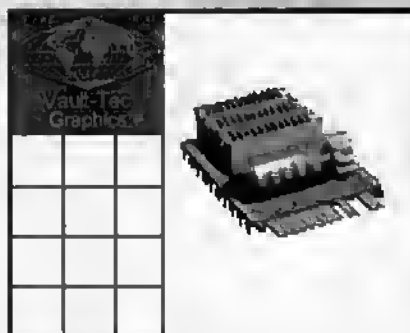
Found and Used in: Gecko



Plasma Transformer

This is no less than a three-step plasma transformer—a real handyman can do all sorts of things with this techno wonder.

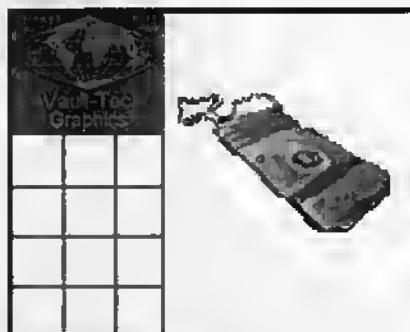
Found and Used in: Gecko



Presidential Pass

They're not just for VIPs anymore. You get to see the President, too, as long as you have your pass.

Found and Used in: NCR



Radscorpion Limbs and Pile of Radscorpion Parts

These bug parts have been fashioned into a charming ensemble, making them suitable for scaring the locals, brahmin rustling, or high tea.

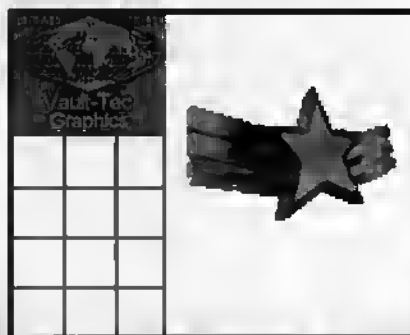
Found and Used in: Klamath



Ranger Pin

You're not in Texas, but if you wear this pin, you'll be treated like an NCR Ranger—respected by some, reviled by others, ignored by most.

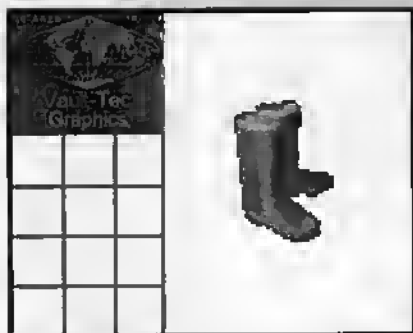
Found in: NCR; **Used in:** Everywhere



Rubber Boots

These old wading boots will protect your tender tootsies when walking through toxic goo, at least for a while.

Found and Used in: Klamath



Sheriff's Badge

Howdy partner. With this tin star on your chest, you're ready to bring law and order to town.

Found and Used in: Redding



Smitty's Meal

This is mom's finest cooking, wrapped to go. Anyone would be glad to receive this—if they haven't eaten in a few weeks.

Found and Used in: The Den

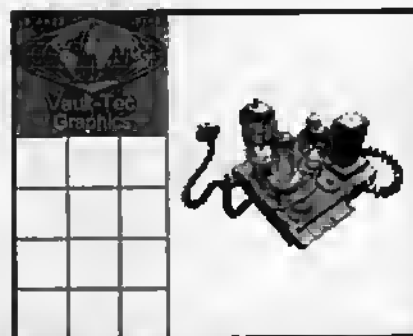


Water Chip

This is a useless piece of Vault-Tek junk that you won't need at all.

Found in: Vault 13; **Used in:** Nowhere

You'll find many different items during your travels. But if you want to come across any of them, you'd best begin your journey. Since we ended with unique items, we'll start the adventure descriptions with unique events that you may encounter during your sojourn.



PART II

T r a v e l s o f t h e

One can save us. The call of the Vault Dweller's blood must run strong enough in one who would reveal themselves as the Chosen One. Far and far must the Chosen travel to save our people. New, built on the bones of the old, conceals our future as well as our past. Only the One can bring the spirit of plenty back to our Tribe. Only the One can sift the prize from the grip of the dead sands. The Chosen must bring our salvation — or we will surely perish.

—Excerpt from the Book of the Elders' 316th Season

C h o s e n O n e



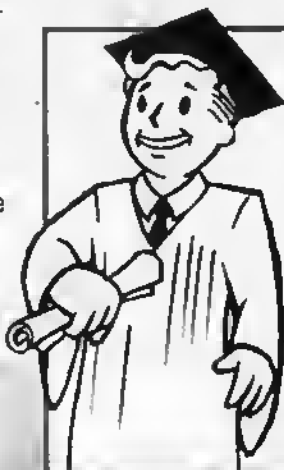


ou have built the tool by creating your character and learning how to use your alternate persona in the *Fallout 2* world. Now it's time to trace the intertwined paths that will allow you to save your people. I will describe one path, but it is not the only path; nor do you need to make the same stops along the path that I do. But if you do stray and become lost, return to my description of the Story of the Chosen One for guidance and direction.

Many others wander the Wastes as you do, so I'll tell you about the travelers, raiders, and wild creatures you're likely to encounter. Then I'll take you on a guided tour of the different people and areas that you'll encounter during your quest for the holy GECK. The graphic on the next page shows where all of the areas are in relation to one another.

- | | |
|-----------------|---------------------------------------|
| 1. Arroyo | 10. The Sierra Army Depot |
| 2. Klamath | 11. Redding |
| 3. The Den | 12. The New California Republic (NCR) |
| 4. Modoc | 13. Vault 15 |
| 5. Vault City | 14. The Military Base |
| 6. Gecko | 15. Vault 13 |
| 7. Broken Hills | 16. Navarro |
| 8. New Reno | 17. San Francisco |
| 9. The Raiders | 18. The Enclave |

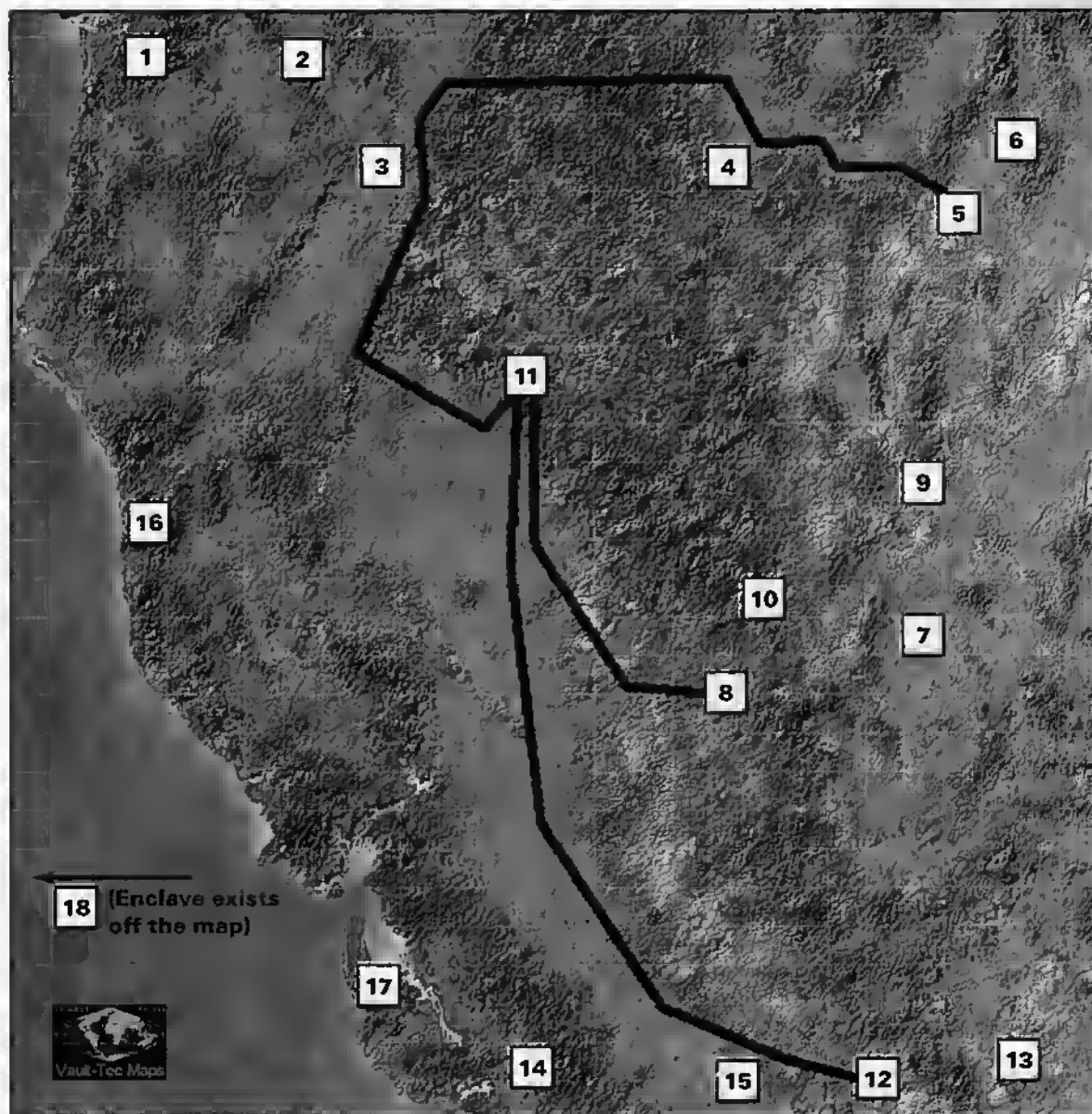
Some of these areas won't show up on your game map until you've uncovered the information leading you to them. A settlement is large enough for anyone exploring the area to find easily, but a small cave mouth (in a square 50 miles across) would be impossible to find if you didn't have some sort of additional information to lead you to it.



You'll find all the maps for the game in the back of the book in Appendix A, organized in the same chapter order as the descriptions.

Note

The lines between some of the areas (from Redding to the NCR, New Reno, and Vault City) represent trade caravans. Getting a job as one of a trade caravan's guards is a way to travel between areas with more safety than you'd have by travelling alone. Eating the dust kicked up by a caravan's draft brahmin isn't fun, but eventually you'll get to where you're going.

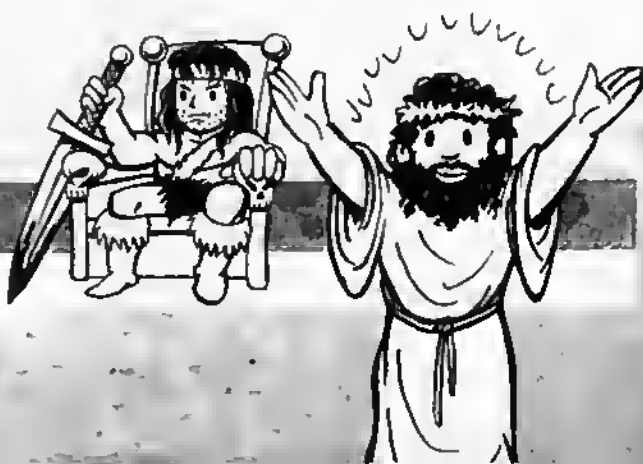


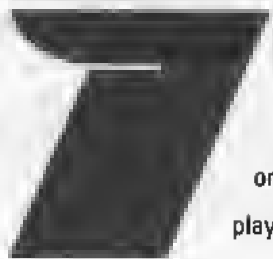
The Story of the Chosen One

The Story of the Chosen One is an example to our people. The Chosen One's travels and adventures in the strange lands of the Wastes beyond the Great Bridge may seem strange to you. Indeed, much of what the Chosen encountered was bizarre almost beyond telling. But listen, and I will tell you a tale—a tale such as has never been told of one from our village. Listen, and I will tell you the Story of the Chosen One.

—Excerpt from the Book of the Elders' 341st Season

Chapter 5



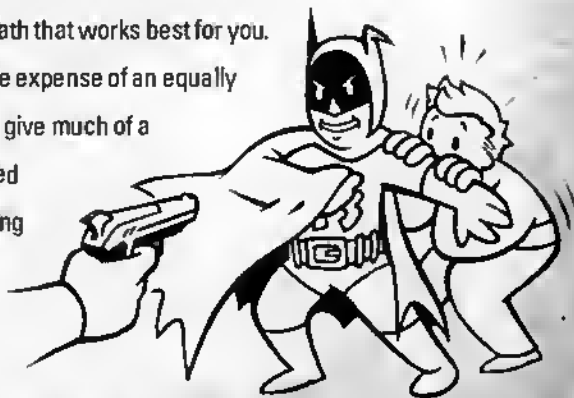


n designing *Fallout 2*, we took a lot of pride in making the game as nonlinear as possible (given finite resources).

You need to explore a few unique locations in a specific order, but they are the exception rather than the rule. As the player, you're free to explore the areas of our world in almost any order you desire. What I'll describe for you is one path that will allow you to save your Tribe—not the only possible successful path, but a successful path. Feel free to use this *ideal* story line when and as you see fit. Diverge from it whenever you wish.

One of the aspects of the game that we're most proud of is that most of the quests have more than one way to solve them. In real life, there's seldom just one solution to a problem, there are usually several. In *Fallout 2*, we tried to think through the quests to figure out what a real person would do if they were in the PC's shoes. We used this reasonable-answer method as a test of each quest's possible solution methods. Another aspect that we worked hard to include are the shades of gray inherent in most real-life solutions. What I mean by that is, in real life there are very seldom absolute solutions to problems. One side, and one way, are rarely completely right or wrong. Almost nothing is as simple as good guys vs. bad guys, there is no real black and white—just shades of gray. Often, one solution to a problem creates as many new problems as it solves. Real solutions often require some soul-searching as you attempt to find the best compromise, or the path that works best for you. Your solutions may often help one group at the expense of an equally deserving second group. Easy victories don't give much of a sense of satisfaction, and neither do one-sided choices. Hard decisions, like hard battles, bring the deepest satisfaction.

The choices as well as the Wastes are, truly, yours to explore.



The Legend

Here's an optimal path for the Chosen One. Your quest is to recover the Garden of Eden Creation Kit (GECK) from Vault 13. The GECK is able to create a paradise out of a wasteland. To forestall the effects of a seven-year drought, grab the GECK as soon as possible. If you don't, the people of your village will starve to death. Here's a broad overview of what you'll need to do:



**If you would
rather explore
the story on
your own, you
shouldn't read
this next part.**

Warning

1. You must complete the Temple of Trials to prove your worthiness to be your village's champion (the Chosen One).
2. Leave your village to go to Klamath. You're searching for Vic, a trader who knows the location of Vault 13.
3. In Klamath, you learn that Vic is probably in the Den, a hive of scum and villainy a few days away.
4. When you arrive in the Den, you learn that Vic is being held prisoner by the Slaver's Guild in town. You also find out that you don't really need him after all, since everyone here seems to know about the Vault.
5. Following the directions to the Vault that you learned in the Den, you make your way to Vault City.

6. When you arrive in Vault City, you find out that this isn't *the* holy Vault 13—just *a* Vault. To gain access to the central computer so that you can search for the location of Vault 13, you must perform a task for the city council.
7. You find out that you must go to Gecko, just north of Vault City, to repair or blow up a reactor that's polluting Vault City's water supply. After dealing with the wayward atomic reactor, you gain access to Vault City's central computer.
8. Vault City's computer doesn't have information about Vault 13, but it does have information that leads you to a vault—Vault 15—near Vault 13's location.
9. You arrive in Vault 15 to find it occupied by squatters. After gaining the trust of the squatters, you can access Vault 15's still-working computer to learn the location of Vault 13.
10. You hurry to Vault 13, confident that the GECK will soon be yours. You gain the GECK and trek back to your village, many long miles away.
11. When you arrive back at Arroyo, you find that it's been destroyed and the villagers have been kidnapped. Only old Hakunin, the shaman, has a clue for you—with his dying breath. He tells you that great beasts flew down, and that men came from inside them to take your people away.
12. Before dying, Hakunin told you that the great flying beasts were going to rest at a place named Navarro before flying across the ocean. You hasten south to Navarro only to find that the flying machines have gone still further south, to San Francisco.
13. You head to San Francisco. When you arrive, you find a derelict ship that can be repaired and refueled to carry you to a mysterious base far out at sea, called the Enclave. To reactivate the ship's computer and get everything running, you need to find an electronic key, called a fob. The most likely place to find this key is back at Navarro.
14. You head back to Navarro, locate a semiconcealed entrance, and sneak inside. You manage to find the fob, and then head back once again to San Francisco.
15. Back in San Francisco, you undock the ship, and the autopilot takes you to a deserted oil platform—the Enclave.
16. Once at the Enclave, you find that your villagers are being held for use in foul experiments. You need to blow up the computer controlling the Enclave's power plant, freeing your Tribe to run to the safety of the ship. Defeating all in

your path, you make your own way back to the ship. As your ship races to escape, the Enclave explodes in a shower of radioactive debris.

Congratulations—you've found the GECK and saved your village.

Once you've saved your village, you can still continue playing, but since the game isn't designed to go on forever (finite production resources, remember?), a few people or places may not react in an entirely appropriate way anymore.

For more detailed information about any area in the game, turn to the chapter that contains information about that area. You don't need to read about the areas in any specific order, just as you don't have to explore most of the areas in any specific order.

Area Descriptions

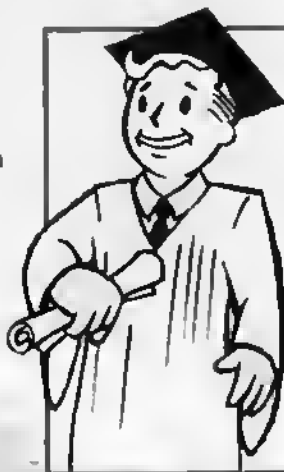
Information is divided by specific map locations, or areas, which represent towns, bases, or other unique locations. The areas described in a chapter are close to one another on the world map, and usually have connected adventures.

The Chosen One's optimal path through an area is described first so that you can gain an understanding of what's important in each area. This story section is called The Path of the Chosen One.

The second component of each area's information is called The Lay of the Land. This section covers the quests in each area. The quests are divided into major quests—adventures that advance the main plot of the game—and minor quests—challenges that may help the PC, but aren't necessary to the completion of the game. A list of important people and places in each area completes this section.

Detailed maps for every area in the game are shown in Appendix A at the back of the book. The adjacent areas described in a single chapter are listed next to one another in the appendix as well.

Now you're ready to begin your adventure. Sometimes it's best to expect the unexpected—strange and wondrous



Each area's description stands alone. If you need help in a particular area, skip to the part that contains the information you need.

Note

things are likely to happen in the Wastes. Random happenings and the first few areas that your new PC will explore are covered in the next chapter.



Strange Happenings and Desperate Beginnings

Those that travel the desert speak of the wondrous and bizarre creatures and events that they encounter. Some of these chance meetings are commonplace amongst travelers, while others are rare enough to be discussed in hushed whispers around the evening fires for years to come. One thing only is certain—that the nature of the Wastes is as ever-changing as the sands themselves.

—Excerpt from the Book of the Elders' 62nd Season

Chapter 6



A

s you travel from place to place, you must learn to expect and be prepared for the unexpected. The best way to get ready is to know ahead of time what manner of two- and four-legged beasts you'll bump into. I'll tell you which sorts of creatures are common to the deserts, as well as what strange occurrences your luck may draw to you.

The best advice that I can give travelers is to expect the unexpected. Things are often different than they might appear to a casual observer. The truth is rarely plain and never simple.

Don't judge the inhabitants of *Fallout 2* by their appearance either. Some foul, crusty, rotting fellows are the nicest sorts of folks any wanderer could hope to run into, while other, more hygienic, and more dapper types are rogues of the basest nature. Keep your ears, and mind, open, your wits about you, your prejudices behind you, and you'll make out just fine.





Close Encounters of the Random Kind

Many travel the sandy desert trails. Some venture forth on business, while others make their homes among the dunes. If you travel far enough—and you will—you'll meet most of them. But not everyone lives out in the sandy wastes; occasionally you will encounter a cooling cave, as in Figure 6.1. I'll describe what sorts of creatures make their homes in each type of terrain. Some creatures have favorite hunting grounds that you should avoid. If you read carefully, you'll continue to be counted among the quick rather than the appetizers.



Random encounters, contrary to what their name might suggest, are not completely random. There's a wide variety of possible encounters, but the situations that you'll bump into during your travels follow patterns. Here are a few guidelines:

-  The further south you travel on the world map, the more dangerous encounters can be.
-  The closer you are to a large population center, the more likely you are to run into people from that area.

- Trade caravans follow the path of least resistance, so if you're moving from one settlement to another, traders and merchants will be found along the quickest path between areas.
- Bandits love merchants. Where merchants travel, bandits follow.
- Big, nasty creatures are antisocial. The farther from human habitation you travel, the more likely you are to find dangerously aggressive critters.

Use these guidelines to judge the relative threat awaiting you in any particular patch of desert. Generally, the more forbidding the area, the fewer encounters you'll have—but the critters that live in really unpleasant locales tend to be much more aggressive. It's all about choices really. Dinner is served.

Although most of the people, creatures, and events that you come across during your travels are common, some events will happen only once in a lifetime. These truly special occurrences are covered in the next section.



Build a high Outdoorsman Skill or use the Car to avoid random wilderness encounters. In either case, you'll be informed about creatures that you *could* encounter, and then you can choose to actually encounter them or avoid them entirely. However, don't bypass all wilderness encounters—they're a great way to earn EPs.

Tip

Special Happenings

Special Happenings

Each of these encounters is unique and can be stumbled into only once. For the most part, they're high-stakes events—with significant rewards and penalties tied to the dangers they present. These special meetings *can* happen to anyone, but as in real life, they're drawn to very lucky or very *unlucky* people.

The Best of Times

These events tend to have a positive outcome, and they're much more likely to happen to a PC that has a Luck Stat of seven or higher. Do ya feel lucky? Well, do ya?

The Big Head

You encounter a giant talking head, identical to the mute giant head in the middle of Arroyo, your home village. The head will test your resolve, as well as your patience. If you pass its tests, it'll give you a potent talisman. If you feel that you can pull the wool over its big, igneous eyes, you might try to lift a couple more talismans on your own.

The Bridge

As you approach the only bridge, shown in Figure 6.2, over a bottomless gorge, the wizened bridge keeper croaks out, "Answer me these questions three, ere the other side ye see." Sound familiar? If it doesn't, it soon will. Just make sure your omithology's up to snuff before you try to cross.



Figure 6.2

The Café of Broken Dreams

This café, shown in Figure 6.3, is home to a host of near heroes, almost rans, and might have beens—all of whom have seen their best days pass them by. One of them may be a friend of yours from times long past. Chatting over a steamin' hot cup of joe is a great way to remember the good ol' days.



Guardian

This Guardian on the Edge of Somewhere or Other is actually a portal to another time and place. Try not to step on any butterflies, and make sure to bring your “boom stick.”

The Holy Hand Grenade

The doughty, Power-Armored members of the Brotherhood of Steel seek the legendary Holy Hand Grenade. They need the weapon to slay a most fearsome creature. Just how tough can it be? It's only a little rat.

Tin Woodsman

This poor soul has been stuck here in a rusty suit of Power Armor, unable to move, for far too long. Near the end of his strength, he manages to gasp out, “Oil can....” If you can find

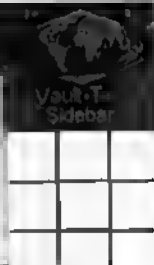
the oil he needs to lubricate his armor, he'll teach you to make any Power Armor you find in the future just a little more limber.

Unwashed Villagers

Mobs can get ugly—you'll get to watch a mob of unclean peasantry attack the grim reaper himself. Death, be not proud—he just better kick up his robes and skedaddle out of there.

What the Heck Are Unwashed Villagers?

From *Fallout 2*'s inception, fan response to the original *Fallout* helped us to craft a better game. The Unwashed Villagers are a group of rabidly loyal online *Fallout* fans. This special happening is our humble thank-you homage.



The Worst of Times

Not everything that's special and unique is good—far from it. These especially nasty missteps are most likely to happen to a PC with a Luck Stat of three or less.

The Pariah

Low luck isn't any fun, but it only gets worse if you adopt the craven canine that skulks near the wagons of these plague victims.

The Whale

In a Fortean stretching of time and space, not to mention probability, car-sized chunks from the rotting carcass of a large cetacean have fallen to the earth all around you. You may even find a small, fractured flower pot. No explanation could possibly make any sense of the occurrence. Believe it or not.

Both the normal denizens of the Wastes and the most bizarre can be encountered as you travel the scrub-covered sands. However, the key to your survival lies not in the desert itself, but amongst the creations of your own kind—the nascent settlements and burgeoning towns of man. The first few areas that you travel through are crucial to your newborn PC's

development. I'll show you how to squeeze all the EPs and equipment out of these locations—information that's good to the last drop.

The descriptions that follow contain all the information you'll need to make your way through each area. All of the location descriptions in the book can be read independently of one another. If you're stuck someplace or need a few pointers, turn to the relevant location guide to learn what you need to know.

The first part of each area's description tells a tale of a successful path for the Chosen One through the area—not the *only* way, but simply a *successful* way. While you're reading through the description of each area, it's helpful to refer to the map of the area in Appendix A at the back of the book. The maps for all of the areas covered by each chapter are found in the same section of the appendix, for easy reference.

Arroyo

Arroyo's where you start the game. It's your home village, and it's in trouble. The rain spirits have not come for almost seven years, and your people's reserves of food and water are running low. The only thing that can save them is the Garden of Eden Creation Kit (GECK).



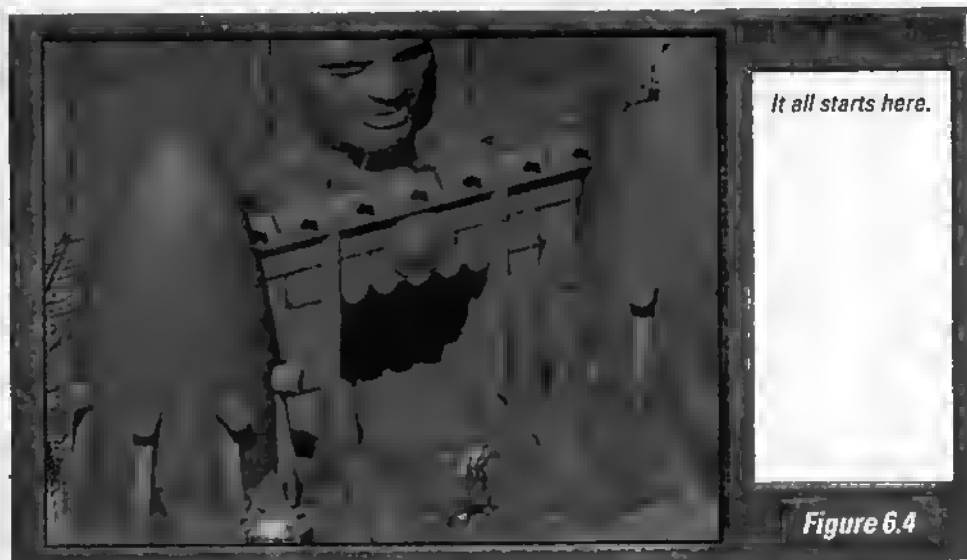
The best way to use the information about each area is to skim all the info first, so that you get a general understanding of who and what's important in the area. Then go back, as necessary, to refer to more specific information as you play through the location.

Tip

The GECK alone can turn the dry dust of your village into the fruitful paradise it once was. One person must make the journey to locate the Vault of the Holy 13 and demand the GECK from the people who foresook your ancestor, the original Vault Dweller. You are that person. You are the Chosen One.

The Path of the Chosen One

The village Elder has always believed in your ability. Others aren't certain that you're the best vessel upon which to rest the fate of the village. You must prove your worthiness to be the Chosen One by successfully making your way through the Temple of Trials, shown in Figure 6.4.



Once you make your way to the exit of the Temple, you must visit both the Elder and the shaman Hakunin. Both stops will give you clues and items that will later prove useful to you on your travels. After talking to these wise folk, you're welcome to leave the village to begin your quest. However, you'll be much better off if you stay just a bit longer to earn more EPs and items. Talk to each of the named NPCs on the Arroyo maps to gain as much as you can before leaving the village. While you're travelling, you won't find many places as hospitable as your own home.

When you do leave, you'll head toward the town of Klamath, only a few days away. A trader from Klamath sold a relic—a water flask—from the holy Vault to your people, and you must find him. He should know where you can find Vault 13. You have eight whole months to make your way to Vault 13, grab the GECK, and return in time to save your village. If you dawdle, more of your village's people will sicken, and some may die. Something tells you it isn't going to be easy.

The Lay of the Land

The most important people to talk to, places to go, and things to do are listed in this section. Each item is numbered so that you can refer to the location of the critter, place, or thing discussed on the maps for each area included in Appendix A. When you're looking for people, remember that they may move around a bit, so you won't always find them standing on their mark, but usually you'll find them nearby.

Types of Quests

Primary Quests is the term we use to describe adventures that further the primary story line in the game—the big picture, if you will. By contrast, Secondary Quests don't advance the major story of the game, but they can still have far-reaching consequences, and they're vital for character advancement. **Primary Quests** are shown in bold, italicized type. **Secondary Quests** are shown in bold type only. If one location refers to another listed location, the number of the connected location is shown in parentheses.



1. **The Start.** You start the game just in front of the Temple of Trials. You must enter the Temple to begin the game. You won't be allowed to leave this map in any other way. Ready your spear before rushing into the waiting darkness.
2. **Entry Hall.** This room has a couple of Giant Ants in it. Defeat the bugs, or sneak past them to the door at the end of the hall. Use your Lockpick Skill on the door to open it. Make your way to the far end of the level. Along the way, Combat characters should explore the side niches to slay more bugs and earn extra EPs. Other types of PCs should sneak their way through this area.
3. **Exit Door.** Use this door to get to the next level of the Temple.
4. **Room of Traps.** This room is filled with easily detected floor plates. If you step on a floor plate, a sharpened wooden stake will be shot at



you from the adjacent walls. If you're a Stealth Boy PC, you'll want to use your Traps Skill on each plate, disarming them for some cheap EPs. If you're anyone else, deliberately stepping on the plates nets you a handy trove of sharpened stakes that you can throw just like spears. Your Throw Skill when you're just starting out is usually much higher than your M     Skill, so these stakes make a very handy addition to your arsenal.

5. **The Pit.** Sidle your way around the pit to reach the exit door, just to the north: Make sure to Examine the pot at the north rim of the pit—you'll find some explosives inside the pot, which you'll need to use to open a door later. Giant Ants surrounding the pit will try to stop you. Make certain that the creatures do not surround you if you choose to fight here, rather than sneak. Once past these perils, you might need to stop and use the First Aid or Doctor Skill on yourself to heal any damage you've accumulated so far before moving on.

Move to the exit door, open your inventory, and Use the explosive that you've just found. Set the timer for at least one minute. Drop the bomb and run to the far side of the room. Once the bomb explodes, the doorway should be open before you.

6. **Arena Door.** Stop here to gird yourself for war. Once you pass the door just to the north, you'll have to fight one of your own tribesmen to prove your worthiness to be called the Chosen One. You'll have to fight unarmed. To stack the odds in your favor, drop your spear in the room before you talk to your foe. Then, after you've talked to him and started the combat, race over to your spear and use it on him. However, if you do leave a spear in the room, he'll try to get there first to use it on you. Cheating is not without its risks.
7. **Hakunin and His Garden.** Hakunin is your village's shaman. He will give you Healing Powder if you remove some Spore Plants from his garden. Use your two-hex range with the spear when you're weeding Hakunin's garden. If you ever want to reenter the Temple of Trials, use the door just to the north of Hakunin's garden.
8. **The Village Elder's Tent.** The village Elder will congratulate you at your success in braving the Temple of Trials. She'll give you useful information about how to start your quest, and some cash as well. Gotta love the old gal.

9. **Cousin Nagor.** Your cousin has lost his dog and is heartbroken. You can find his dog for him in the wilderness to the west (see #13). Be sure to talk to Nagor after you've helped him to get your reward.
10. **The Well.** The Well is broken. You can fix it for a quick reward.
11. **Standing Fist.** Your tribe's best unarmed combatant often stands reflectively before the great stone head. If you're a Combat Boy, he can teach you a trick or two.
12. **Aunt Morliss.** This old crone is a feisty one, but she'll give you a nice piece of flint that you can use to sharpen your spear—if you've already talked to Mynoc (see #14) about the gleam on his. If you're a Stealth Boy, take the tidy sum of coins that the old biddy hides in a pot beside her bed.
13. **Nagor's Dog.** Nagor's pup is stranded here, far from home. Make your way through the maze of trees and hostile Geckos to find the dog. Once you find fido, make a run for the exit—Nagor's dog will follow close behind you. Nagor will be properly appreciative.
14. **Mynoc the Guardian.** Mynoc guards the Great Bridge, which is the only way into or out of Arroyo. He's a good person to get training from if you're a Stealth or Charisma Boy PC. He also knows how to sharpen a mean spear tip. He'll tell you how if you notice his (see #12).

Arroyo is a wonderful place to be from. After being down on the farm so long, almost any place will feel like a big town to you. But first you'll have to make your way through the tiny trapping town of Klamath.

Klamath

Klamath is a small town not far from Arroyo. Gecko trappers come to Klamath to sell their catch and blow off a bit of steam in the local bars and the "bath" house. Klamath is small, but this two-bit burg offers your first big lead in the quest for the GECK.

The Path of the Chosen One

Klamath is home to a trader who knows the location of Vault 13. What do travelling traders like to do best? Drink and, uh, bathe. Visit both taverns in town—the disreputable Golden Gecko and the more wholesome Buckner House. To learn more about that mysterious trader, you must talk to a lovely “bath” attendant named Jenny. While touring be sure to include Trapper Town on your tour through Klamath, as shown in Figure 6.5.



Klamath is a good spot to beef up your PC a bit by completing a few secondary quests. You can also gain your first NPC companion here. If you're a Stealth or Charisma Boy PC, make certain that you visit Buckner House to see what you need to do to free Sulik. Sulik is a capable warrior—if you're not, make sure you bring him with you.

After grilling the locals, especially Jenny, you find out that the trader you're after is named Vic, and that he's most often found trading his goods in a town called the Den, which is several days' travel south of Klamath.

The Lay of the Land

Klamath has a couple of important situations that you need to check out and quite a few other quests that are worth your while. At this stage in your career, you should try to experience as much of each area as possible to build your character.

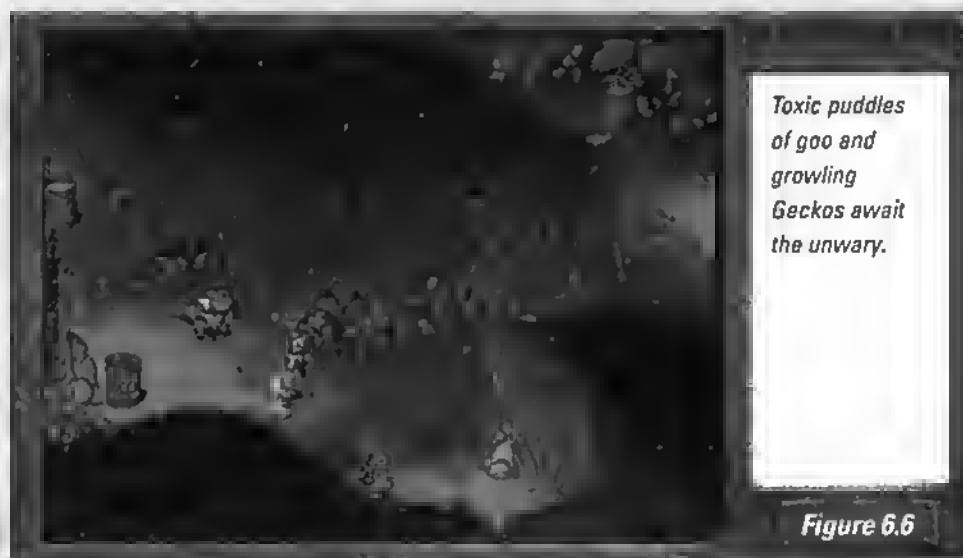
1. **Message Board.** When you first arrive in downtown Klamath from the world map, pause to read the notices pinned here.
2. **The Golden Gecko.** It's not the nicest bar in town—a lot of the local toughs hang out here. The badder someone is, the more they're welcome here.
3. **Sajag tha Barman.** Sajag runs the Golden Gecko. If you help Whisky Bob to refuel his still, Sajag will buy information about the still's location from you.
4. **John Sullivan.** Once a renowned prize fighter, John still gives lessons in the sweet science to those who can benefit from it. All PCs should talk to old John.
5. **The Dunton Brothers.** A meaner pair of schoolyard bullies has seldom been birthed. Chuck and Buck Dunton are identical twins. If you're their kind of folk, they'll offer you a job rustling brahmin from Torr (see #8). Also, they sell an extremely appealing jerky. Animals are said to be so strongly attracted to this jerky that you can use it as bait.
6. **Suspicious Brahmin.** Upon Examination, these brahmin have a very suspicious-looking brand on them—it seems as though these brahmin have been rustled and rebranded. Ardin Buckner (see #12) would be interested to know what the Duntons are up to.
7. **Yellow Dog.** This playful pup will be your pal if you give him some delicious Dunton's drymeat (see #5). As your friend, he'll reward you with a key to Trapper Town (see #17).
8. **Torr.** Every village needs an idiot, and thankfully Klamath has one. Torr Buckner needs help guarding his brahmin from attack by some "bug men" he's seen lately (see #5). There's no telling what will happen to Torr if he loses any more brahmin.
9. **Buckner House.** This homey tavern and inn is run by a mother-daughter team, Ardin and Maida Buckner.

10. **Whisky Bob.** Whisky Bob's been under the weather lately and can't get out to refuel his hooch still. If you refuel it for him, there's some money in it for you. The townsfolk will think better of you as well.
11. **Maida Buckner.** If you want to trade or ask questions about Sulik (see #13), sharp-tongued Maida is the woman to talk to.
12. **Ardin Buckner.** Ma Buckner takes care of Buckner House; her daughter, Maida; and her son, Torr, as best she can. If you need a room to heal up in, Ardin is the person to talk to. Ardin's beau, Smiley (see #36), took off a while back, and she's worried about him. Maybe you can help out.
13. **Sulik.** This tribal warrior is currently performing scullery chores for the Buckners to pay off a debt that he owes. If you pay off his debt for him, he's free to join you on your adventures.
14. **Big Nose Sally's Bathhouse.** Baths don't always require tubs, or even water. Big Nose Sally Dunton sure has lovely "bath" attendants, though. Talk to Sally to see beautiful Jenny (#15).
15. **The Magnificent Jenny.** Jenny will tell you about a friend of hers named Vic. He's a trader that hasn't been heard from in a while. He's probably in the Den.
16. **Vic's House.** This hovel is deserted now, but Vic keeps an old radio locked up in his storeroom for spare parts. He sure wishes he had the radio with him in the Den right now.
17. **Slim Picket.** This tall, thin trapper has a key that'll let you into the Rat-Caves part of Trapper Town (the yellow dog in #7 has the same key). Slim can also teach you a thing or three to add to your Outdoorsman Skill. Just leave the key under the mat when you're done.
18. **The Hole.** This hole in the ground is the entrance to the rat-infested caves beneath. You'll need to make your way through them to come back out at #19, to snag the cool car gear from #20.
19. **The Garage.** This hole allows egress from the Rat Caves, gaining you access to the car (#20).
20. **The Car.** This car looks as though it's ready to run, but it's in much worse shape than it looks. There's a nice aftermarket part on the back seat, though.
21. **The Still.** Use the firewood you find in this shack on the still to refuel it.
22. **The Claws.** These bizarre Radscorpion claws appear to be part of a costume.

23. **The Duntons' Shack.** It looks as though someone's spent a lot of time here. Judging by the filth and the jerky laying around, it was probably the Duntons (see #5). There's a big pile of weird bug parts on the floor here.
24. **Radscorpions.** The Radscorpions that make their homes in the underbrush here are a threat to Torr's brahmin (#25). If you've agreed to help Torr guard his brahmin, you'll need to exterminate all of these pests.
25. **Torr's Brahmin.** These brahmin are Torr's wards. The Duntons want them, and Torr is bound to protect them (see #5 and #8). You have to decide whose side you're on for yourself.
26. **Crippled Mr. Handy.** This crippled robot is the sole survivor of a nasty crash of some sort. He's operating in defensive mode, and you'll have to move past him to rescue Torr if, somehow, Torr's brahmin were rustled. The crippled robot should move slowly enough for you to evade it rather than fight it. It's tougher than it looks.
27. **Crash Site.** Some type of craft crashed into the ground here. Search it for a valuable key card. Save Torr by talking to him and then running for the exit grid, with Torr following close behind.
28. **Rat Caves, Level One.** Make your way down this ladder from the Trapper Town Mall (see #18). Sneak or fight your way past the rats to the entrance to the next level of this abandoned silver mine (#29). You'll have to go through all three levels of the Rat Caves to get to the car at the east side of the Trapper Town map (see #20).
29. **Rat Caves, Entrance to Level Three.** This ladder connects levels one and three of the Rat Caves. On level three, make your way to the Rat God (#30) to kill it. Then make your way to the ladder that connects to level two of the Rat Caves. Beware—there are a great many rats of all shapes and sizes down here. Don't let them surround you.
30. **Lair of the Rat God.** Several smaller rats wait in attendance upon this king rat. Kill the rat to end Trapper Town's disturbing disappearances and earn a nice EP bonus.
31. **Ladder to Level Two.** This ladder connects levels two and three of the Rat Caves.
32. **Locked Door.** This locked door allows access to the ladder leading up to the Trapper Town garage (see #19). Use the explosives found sitting on the

adjacent shelves to blow the doorway open. To leave the caves, retrace the route that you took to enter them.

33. **Toxic Caves Entranca.** You've found the entrance to the Toxic Caves. Beware of the many Geckos that live within. Combat Boy PCs should find this challenging; Stealth Boy characters would do well to Sneak carefully; but Charisma Boys will have a tough time here. Big lizards have small vocabularies. One more caution—try not to step in the puddles of Toxic Goo leaking out of the rusting barrels.
34. **Rubber Boots.** A supply cabinet in this room has a pair of rubber boots and some useful medicines as well. With these in your inventory, you have little to fear from the large puddles of Toxic Goo that cover the floor in these caves—unless the boots melt, that is. Move fast.
35. **Ladder to Toxic Caves, Level Two.** This ladder connects the two levels of the Toxic Caves shown in Figure 6.6.
36. **Smiley the Trapped Trapper.** Ardin Buckner has been looking for her Smiley (see #12). He's trapped here and ready for some grade-A rescuing. If you lead him to the exit, he'll reward you by teaching you how to skin Geckos for their valuable pelts. Ardin will be pretty pleased with you, too.



- 37. Elevator Repair.** If you use your Repair Skill on the transformer in the room to the south, you'll be able to power up the elevator's motor. Then you'll have to use Electronic Lockpicks to open the door to this ancient elevator. Once you do that, you'll have access to the supply cache located underneath the Toxic Caves. Take the elevator down and load up on pre-War goodies.

Toughening yourself up and acquiring better weapons and armor are good ideas—your next stop isn't a town for tribals fresh out of the village. You better get ready to run with the big dogs, because you're headed for trouble—and that trouble's named the Den.

The Den

The Den would be a seething cesspit of vice if it were just a little larger; as it is, the best it can manage is a slow boil. Greed, avarice, and self interest rule this small town. You might say that the church shown in Figure 6.7 has been rededicated to the pursuit of greed. You have to get in, find Vic, and get out. Good luck.



The Path of the Chosen One

Once you've learned that Vic is in the Den, you pack your bags and slither into town. There are three power groups in town—it turns out that Vic is being held prisoner by the largest one. Vic sold Metzger, the head of the Slaver's Guild, a broken radio; Metzger doesn't get angry—he gets even. Currently Vic is being held as Metzger's prisoner until Vic repairs the radio.

Vic can talk to you, but he won't tell you what you need to know about Vault 13 until you free him. Freeing Vic will take two things: time and money—time, because you have to get Vic the parts he needs from his house in Klamath before he can fix Metzger's radio; money, because after Vic makes his repair, Metzger still wants to sell him as a slave. If you join the Slaver's Guild, Vic comes cheap; if not, he'll cost you dear. Either way, someone's going to get screwed.

The Lay of the Land

There's no law and less order in the Den, so make your way through this town with care.

1. **Becky's Placa.** Stop in here for the latest in gossip. Becky has a couple of small but financially rewarding tasks that you can perform for her. She also has a still in the basement of her tavern that Frankie (see #15) would love to have destroyed.
2. **Stacey.** Stacey is one of the regulars in Becky's Place (#1). She has an interesting tale to tell if you have a moment or two.
3. **Flick.** Flick is the Oliver Twist of the Den. If you're a Stealth Boy, Flick's a good person to know. People are always bringing items that they've found to Flick. You can trade such found items with Flick yourself.
4. **Tubby's Store.** It's not so much a store as a pharmacy. Tubby sells all manner of recreational and combat pharmaceuticals. With that kind of access, you'd think he could find something to put himself in a better mood.
5. **Smitty.** Smitty isn't really a Primary-Quest character, but he does have one of the more useful items in the game—the Chrysalis Motors Highwayman, a car. Smitty needs only one part to make the car run. Retrieve the Fuel Cell Regulator, which Smitty needs for the car, from Skeeter in Gecko, and Smitty

will install the part. For a couple grand, the car can be yours—you'll be able to cruise the Wastes in style.

6. **Lara's Gang.** Lara is the leader of one of the two gangs in the Den. Lara's gang is number two, but they try harder. Lara would like your help in making her and her gang top dogs in the Den.
7. **Metzger.** This charming fella runs the Slaver's Guild in town. He uses Tyler's gang (see #9) to protect the goods he trades his slaves for. You can even join the Slaver's Guild by talking to Metzger. However, be warned that people see membership in the Slaver's Guild as a *faux pas* and count it as a mark against your character. Metzger is holding Vic prisoner until Vic can fix Metzger's radio. As soon as Vic fixes the radio, he'll be sold—possibly to you.
8. **Vic the Trader.** If you lack Repair Skill or just need another strong back, Vic should join your party. Vic has information that will help you to locate the GECK, but you have to free him before he'll tell you anything. To free him from Metzger (#7), retrieve Vic's radio from Vic's house in Klamath. Bring the radio back to Vic and Metzger, and then pay for Vic's release. Vic will gratefully offer to join you on your travels (as long as you're travelling *away* from the Den and Metzger). Whether he joins you or not, Vic will give you some important information about Vault 13, if you free him.
9. **Tyler's Gang.** This group guards Metzger's warehouse of goodies. Tyler and his gang are the big guns in the Den, but if Lara (#6) gets her way, that'll change.
10. **Joey the Thug.** Just a two-bit hood, Joey has a golden locket of enormous sentimental value to Anna. Retrieve the locket from him to lay Anna (#11) to rest.
11. **Anna's Ghost.** Anna's ghost appears near the graveyard in the wee hours of the morning. No one can explain this pining spirit. If you talk to the wraith and retrieve her golden locket from Joey (#10), you'll gain good Karma.
12. **Mom's.** If you want a home-cooked meal, Mom's is *the* place to go in the Den. Everyone loves Mom. A warm and friendly restaurant makes for a crowded eatery, as shown in Figure 6.8.
13. **Leanne.** Leanne is a chatty patron at Mom's (#12). She has interesting historical information about the Den.
14. **Karl.** A drunken farmer wouldn't seem to hold many secrets, but this one sure does. Karl has run away from the town of Modoc, and people there are interested in his whereabouts. You can get him to tell you his sad tale, but make him



talk *before* you buy him a drink. Karl doesn't talk much after a slug of the good stuff.

- 15. Frankie.** Nothing but an illiterate whore master, Frankie suspects that he's less than he thinks he is, but is afraid to look closer. Frankie's jealous of Becky's (see #1) success and will pay you to destroy the still in Becky's basement—he'll give you something for your time. Otherwise, if you're looking for a good time in the Den, visit Frankie's gals.

Congratulations—if you've made it this far, your tenderfoot days are behind you. However, that doesn't mean you can let down your guard, because—guess what?—the stakes just went up. You're moving away from the hinterlands and into what passes for civilization on this rough side of the post-firestorm world.



Mutants, Hillbillies, and Citizens

Many of our people listen to the travelling merchants as they spin fantastic tales of entire cities still as large as those from the beforetimes. As though these wanderers had not already stretched the bounds of credulity far enough, they go on to tell those who would listen that these cities are filled not with people, but with strange creatures that barely resemble us. They say also that these creatures were once men, but are no longer; instead, they're cursed to spend their years as monstrous creatures. Strange are the things that I have seen, and true enough is humankind's self-brought curse of radiation. However, these fairy stories are simply too fantastic to be believed.

—Excerpt from the Book of the Elders' 224th Season

Chapter

7





ost communities in the post-apocalyptic world are spread far apart. There's only the most tenuous and irregular trade between a few of the larger settle-

ments. Without regular communication and trade, factions grow apart and become even more insular and different from one another. In this relative isolation, groups of people have grown far different in goals as well as members.

Some areas have become larger, and more sophisticated, centers of post-nuclear civilization, while others have managed to maintain the moniker of civilized only by the tiniest of margins.



Modoc

Modoc is a small farming town, with a strange mystery. It's a natural stop as you travel east toward Vault City from the Den. The people in this small town can be described, charitably, as hillbillies. Nevertheless, there's adventure to be had amongst these good ol' boys.

The Path of the Chosen One

The small town of Modoc is worth a stop, but the strange farm that appears to be run by ghosts is the real mystery here. This area has no Primary Quests, and you could just pass it by—but you'd be making a mistake. The Secondary Quests will net you some valuable EPs, while you unravel a mystery that has plagued the people here for generations, and give you a sense of satisfaction at a job well done.

The Lay of the Land

Small towns often seem to have the strangest things happen in them, things you wouldn't find in the big city. So be sure to stay on your guard, despite the seeming peacefulness of this small community.

1. **Wishing Well Entrance.** This is where you'll end up once you attach a rope to the top of the well.
2. **Dream Stealing.** If you steal the money bags, thrown into the well by wishing Modocians, you'll lose Karma.
3. **Jonny's BB Gun.** Jonny is missing, and his father Balthas (#6) is looking for him. His BB gun is here, but where is Jonny himself?
4. **Jo.** This guy's the mayor, sheriff, and every other possible official in Modoc. He runs the town's general store as well—just a one-stop shopping kind of guy. Jo tells you about a mysterious ghost farm that he'd like to know more about. He'll reward you for more information if you'd like to investigate the farm (see #26).

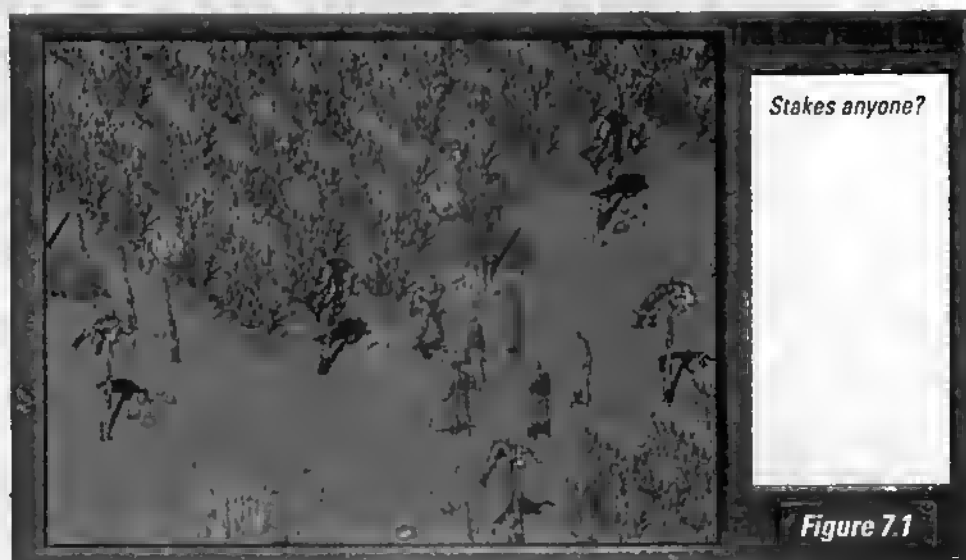
The leader (#28) of the peaceful Slags that live beneath the ghost farm would like you to talk to Jo about the possibility of setting up a trading

partnership. If you agree to help the Slags set up trade with Modoc, you'll need to convince Jo that the Slags aren't dangerous—within 30 days—or Jo will have the people of Modoc exterminate the Slags. Jo will believe that the Slags don't represent a threat to Modoc only if he's reassured that the bodies on stakes (see #14) are fakes and that Karl the farmer, who moved in here and disappeared, actually went west to the Den (see Chapter 6), rather than being killed by the Slags.



5. **The Wall.** If you move the boards and attach a rope, you can climb down to the bottom of the well (see #1).
6. **Balthas.** This is the town tanner and leathercrafter. He sells leather goods *par excellence*. Balthas' son Jonny is missing. If you're nice, Balthas may ask you for help in finding his missing boy (see #3 and #11)—he'll be grateful if you can find little Jonny for him. Jonny's dog, Laddy, will help you search for his young master.
7. **Grisham.** *Parts is parts* might as well be Grisham's motto. Grisham runs the slaughterhouse, which he uses to supply himself with meat for the delicious jerky he sells. Unfortunately, he's been having trouble with wild dogs attacking his brahmin and will pay someone to take care of the problem for him (see #12 and #13). He has a beautiful daughter (#8) and handsome son (#9). If you're unlucky, he just may become your father-in-law.
8. **Miria.** This purdy gal is just aching to find a way out of this two-brahmin town. She could fall hard for a handsome stranger.
9. **Davin.** This impressionable young lad can be seduced by a smooth-tongued traveller, like you.
10. **Bess the Brahmin.** This brahmin needs someone with a Doctor Skill to fix her lame leg. Bess will follow you around if you heal her. You can sell poor trusting Bess for jerky. If you feel bad about your betrayal, talk to her while she's awaiting execution, and free her.
11. **Jonny.** He's here! Balthas' missing boy is safe and sound amongst the mysterious Slags (see # 15). If Laddy's with you, he'll gleefully return to his young master.

12. **Grisham's Brahmin.** These are the brahmin that Grisham needs you to protect.
13. **Pack o' Wild Dogs.** The wild dogs that are attacking Grisham's brahmin come from this direction.
14. **Impaled Folk.** If you're keen sighted, you'll notice that these bodies, shown in Figure 7.1, aren't real corpses at all, just convincing fakes.



15. **Slag Cave Entrance.** The carpet in this shack dumps you into the cave of the mysterious Slags beneath.
16. **Slag Cave Exit.** This is the back door out of the Slag caves. You can exit this way only if you've entered the other way (see #15) at least once.
17. **Rodent Rampage.** Kill all of the pests that are gnawing Farrel's garden (see #18) into ruin.
18. **Farrel.** This farmer has a pest problem (see #17) and a friend problem. Big rats are chewing their way through Farrel's crop, and someone needs to stop them. On the home front, Farrel is Cornelius' best friend, but senile Cornelius thinks that Farrel has stolen his gold watch. Farrel wants you to find the gold pocket watch so that he can make up with his friend. Nothing's more bitter than friends who have come to blows.

19. **The Outhouse.** To get down inside the outhouse, just plug your nose and open the doors. A Mole Rat has taken up residence in this fragrant hole, and it's hording all the shiny baubles that it's found here. A gold watch makes a great prize for a shiny-bauble collector (see #18 and #25)—look here for the missing timepiece.
20. **Rosa's Bad and Breakfast.** Rose is known far and wide for her delicious and restorative omelettes. Rose is Cornelius' wife.
21. **Cornelius.** Rose's husband is just a bit mad (poor old guy). He blames Farrel (#18 and #25) for stealing his pocket watch. Cornelius has a hard time keeping facts straight these days, but he's sure that rascally Farrel is at the bottom of this somehow.
22. **The Chicken Coop.** Rose gets her wonderful eggs from the "chicken" that's locked behind this high-security coop, guarded by savage dogs. If you're curious, you'll need a Strength of eight or higher to lift the rocks blocking the entrance. Beware—the "chicken" doesn't like being trapped in its coop and may take its frustrations out on you.
23. **The Outhouse Ladder.** This ladder leads to the top of the outhouse (#19).
24. **Rockfall.** You need to blow up these rocks before you can get to the rest of the cave. Beware of methane—that isn't just mud you're stepping in. Plant an explosive with plenty of time to get the heck out of there.
25. **The Mole Rat and the Watch.** An industrious Mole Rat has built its nest in this cozy nook, using Cornelius' watch (see #21) as a tasteful decoration.
26. **Entrance to the Cave of the Slags.** This entrance is a bit of a surprise as you drop—possibly painfully—from the carpet in the ghost farm above (#15). The Slags awaiting you here have adapted to their underground life and can no longer stand the glare of the sun. Slag guards will take you to Vegeir (#28).
27. **The Way Out.** This is the back door out of the cave of the Slags (see #16).
28. **Vageir.** This leader of the Slags wants you to carry a message to Jo in Modoc. The Slags wish to establish trade with Modoc. He won't let you leave until you agree to his simple request.

From this small and primitive town isolated by distance, you'll travel to a large and technically sophisticated town isolated by ideology.

Vault City

Vault City—as you’ll soon find out—*isn’t the vault* that you’re looking for. It’s just *a vault*, apparently one of many. Vault City sprang from a vault that opened, as planned, several decades after the bombs dropped. The inhabitants used their Garden of Eden Creation Kit, and Vault City is the result. Unfortunately, the citizens have turned inwards and revel in ethnocentric elitism, rather than expanding their horizons. Vault City is like a well-crafted plastic apple—pretty to look at, but unchanging and hollow.

The Path of the Chosen One

The bigoted citizens of Vault City allow full access to their city only to other citizens. As an outsider, you’ll need a pass for the day. Once you acquire a pass, find Ed the brahmin merchant—if you’ve freed Vic—or councilman McClure—if you didn’t free trader Vic. Either the merchant or the councilman will tell you that this isn’t the Vault of the Holy 13. From either of these citizens, you’ll be able to find out that Vault City’s central computer likely holds information listing the location of all of the other vaults. There’s only one catch—to use Vault City’s central computer, you have to be a citizen.

To become a citizen, you can either take a test, which no one in living memory has ever passed, or perform a small task that the council needs taken care of. It seems that there’s an atomic power plant located in a town called Gecko, just to the north of Vault City. A community of ghouls keeps the atomic plant in operation. Lately, the power plant has been contaminating Vault City’s groundwater supply with radioactivity, most likely the result of leaking reactor coolant. Someone needs to stop that contamination—any volunteers?

How to take care of the problem in Gecko is covered in the next section. After solving the Gecko problem, you come back to Vault City to claim your citizenship and gain access to the central computer.

Vault City’s central computer does indeed have information about a number of different vaults. Strangely, though, the one vault you’re looking for does not appear in the vault-list file. However, Vault 15—a vault near Vault 13—does. You head south toward Vault 15, hoping to find clues from Vault 15 to the location of Vault 13, located somewhere nearby.

The Lay of the Land

The planned community of Vault City has little tolerance for outworlders. Be sure to leave your ghoul or mutant pals outside the front gates. In this town, it's much better to lead with your tongue than with your gun.

1. **The Front Gate.** This is the front entrance to Vault City's courtyard. You'll need to get past here to get the information you need on the location of Vault 13.
2. **Prison.** This gated area is where outworlders like you are held if they violate Vault City's laws.
3. **Ed the Brahmin Dealer.** If you've talked to Vic about the Vault 13 Water Flask that he has, he'll tell you that he bought it from Ed. Get the straight scoop on the flask right from the horse's mouth.
4. **Happy Harry's Gun Shop.** Harry is always happy to sell a gun to someone. He's also trying to unload a plough that would well suit a farmer's needs (see #7).
5. **Courtyard Clinic.** Andrew keeps nursing his tired auto-doc beds along. They're still up to healing most injuries—for a fee.
6. **Puking Charlie.** Charlie looks drunk, but a perceptive observer can tell that he's suffering from an advanced case of radiation poisoning. Use a couple of Rad-X on Charlie to alleviate his pain—you'll net a few EPs and Karma points.
7. **The Smiths.** Farmer Smith will lose his land if he can't raise a cash crop this year. He'll be forced to move out of Vault City's safe courtyard and back into the Wastes. If someone could only buy a plough for him (see #4), he and his family would be safe.
8. **The Spitoon.** The owner of this lowlife tavern isn't happy with the Vault City police. They came by and broke up his stock last week. If you give him an excuse, Cassidy will gladly throw in the towel and join you on a quest for adventure or excitement—or, well, anything to avoid washing more glasses.
9. **Greeting Center.** Melinda offers you your first taste of the wonders and modern conveniences that Vault City has available—available for citizens only, that is.
10. **Amanda's.** This poor lass has lost her husband. He'll be sold as a "servant" if someone doesn't rescue him from the Servant Allocation Center (see #20).

11. **The Main Gate.** The main entrance to Vault City is well guarded (see Figure 7.2). Only citizens or outworlders with a day pass may enter. You can get a pass just next door at the Customs Office (#12). If you're caught by a patrol inside the walls without the proper papers, you may end up spending some time in the stir—just another obstacle between you and the central computer (see #28).



Figure 7.2

12. **Customs Office.** Outworlders like yourself can get a day pass into Vault City here. This pass allows you access to Vault City during the daytime. If you have some extra cash on hand, Skeev the Customs Office assistant may be able to come up with some forged Vault City citizenship papers.
13. **The Tap House.** Lovely Lydia runs this tawdry tavern. Bad booze is the norm in Vault City, so Lydia's always ready to pay for the real stuff if an enterprising traveler happens to have some extra alcohol with him.
14. **Pharmacy and General Store.** One of these small buildings is the Pharmacy, and the other is a General Store. Both your chemical and physical needs are taken care of between the two of them.
15. **Maintenance Shed.** Valerie the mechanic needs new tools. If you help her get some new tools, she'll reward you when the tools she actually ordered come through from supply. You'll be able to get a Super Tool Kit—the tool kit that Skeeter in Gecko's looking for—from Valerie when her back-ordered supplies

come in. Valerie is also Vic's daughter. If Vic is with you, the teary-eyed reunion is certain to move you—out the door and away from the embarrassing scene.

16. **Amenities Office.** Randal the amenities officer has some wonderful items for sale—as long as you're a Vault City citizen.
17. **Thomas Moore.** A radical in Vault City? Strange, but true. Thomas Moore preaches the wisdom of tolerance from this intersection and is more than he seems. He's an "observer" for the New California Republic (NCR), and he can provide an introduction to John Bishop, one of New Reno's movers and shakers.
18. **Vault Entrance.** The entrance to the vault, shown in Figure 7.3, is guarded—only citizens are allowed to enter.



19. **Correction Center.** This facility houses naughty Vault City citizens until they repent the error of their ways.
20. **Servant Allocation Center.** This is where Barkus allocates servants to the highest bidder. Currently, Amanda's (see #10) husband is being held here until someone purchases him.
21. **Information Center.** Vault City wastes no opportunity to provide you with glowing details about their perfect planned community and lifestyle.

22. **Dr. Troy.** The doctor operating the sick-bay machinery inside the vault is interested in finding a cure for the popular drug Jet. If you can smuggle an illegal sample into Vault City for him to examine, he'll be extremely grateful to you. Dr. Troy is also a talented healer.
23. **Medical Computer Terminals.** These terminals provide access to Vault City's medical database. You can learn a few useful things here, including facts about a new type of special armor.
24. **Storage Rooms.** These rooms hold assorted useful items, amongst a lot of useless junk. You'll need a good Lockpick Skill or high Strength Stat to open these rusty old doors.
25. **Living Quarters.** Someone has been living here lately—probably Dr. Troy (#22) and another staff member.
26. **Library Computer.** This terminal holds a lot of general knowledge. You might learn something if you successfully access this terminal.
27. **Martin.** This guy gives a new meaning to the word *bored*. He's the computer attendant and isn't really interested in who comes or goes near the computer.
28. **Central Computer.** This is Vault City's master computer, shown in Figure 7.4. You'll need to access this computer to find the location of Vault 13. Unfortunately, although many other vaults are listed, Vault 13 is not. Vault 15—a vault very close to Vault 13—is locatable, so it makes sense to try to find more information about Vault 13's location there. Of lesser importance, you can use the Reactor Performance Data Disk that you received from Gecko on this computer to record the power plant optimization data with which you need to return to Gecko.
29. **Tha Parlor Room.** This is an upscale Vault City yuppie bar.
30. **Councilman McClure.** He is the only nonxenophobic member of Vault City's ruling council. McClure can get you the part you need to repair Gecko's reactor. He'll also allow you to use the Reactor Performance Data Disk on the central computer, allowing you to optimize the Gecko reactor, if you first show him the Gecko Economic Data holodisk. McClure may be just the help you need to solve the Gecko problem for Lynette (#32).
31. **Gregory.** This citizen administers the Vault City citizenship test—a notoriously difficult (most say impassable) test.



- 32. Lynette.** The spokesperson and leading councilmember of Vault City, Lynette is strong willed and opinionated. Several quests are initiated by talking to this executive dynamo. If you've spoken with Thomas Moore (#17), you can turn him in as a spy for the NCR (which he is). If Dr. Troy (#22) has asked you to procure a sample of the illegal drug Jet, you can rat him out. If you've laid waste to the Raiders (see Chapter 8), you can expect a reward from Lynette. Lastly (and most importantly), Lynette will reward you with the Vault City citizenship you'll need to access the central computer (see #28). All you have to do for her in return is stop the contamination of Vault City's water supply that the leaky atomic power plant at Gecko is causing. Because dealing with the power plant gains you access to the central computer, this is a Primary Quest.



The differences between the obsessively orderly Vault City and the more libertarian Gecko present a striking contrast.

Gecko

Gecko is a place where ghouls end up, rather than a destination. Most ghouls found themselves unwelcome in human habitations. They've also found comfort in the close proximity of the atomic power plant, some even living inside the reactor building to be closer to the warming fire of the atom.

The Path of the Chosen One

When you arrive in Gecko, you must stop off at the supervisor's office. There, you'll meet Harold, the informal head of this community. Harold and his assistant, Lenny, will tell you that the reactor can be repaired to stop the leak. The only other alternative would be to destroy the power plant by causing it to over-heat—killing Gecko's entire population with the intense heat and radiation following the inevitable meltdown.

To repair the power plant so that it no longer leaks, make your way back to Vault City. Once there, you can obtain the part needed to repair the reactor from councilman McClure and bring it back to Gecko. In Gecko, you can either install the part yourself, or convince someone—or something—to install the part for you. When the radioactive groundwater is contained, return to Vault City to collect your citizenship and gain access to the central computer.



After you've repaired the Gecko reactor—and if you're playing as Mr. Nice Guy—you can optimize the Gecko reactor. You'll need to take a holodisk of performance information (from Festus) to Vault City so that their central computer can analyze the data on the disk. Talk to Festus to get the Reactor Performance Data Disk.

Tip

The Lay of the Land

You may find this strange community of radioactive ghouls to be one of the most accepting and friendly areas in the Wastes. The only thing that could turn these scorched survivors against you is the destruction of the atomic power plant that they've built their lives around.

1. **Wooz.** Wooz is the barman of this tavern, called the Harp. He is a Tragic the Garnering™ addict and seeks to hook others with this potent drug. Roentgen rum and Gamma Gulp beer are this ghoul's specialties.
2. **Power Plant Entrance.** The entry doors to Poseidon Oil's atomic power plant—number five—are open and waiting.
3. **Harold.** This ancient ghoul has been around forever—in fact, he remembers the original Vault Dweller. Harold is the de facto leader of this ghouls community. All kinds of papers stack up in his office—an erroneous Coolant Report here can be used to shut down the reactor, and you can even find a Parts Requisition Form lying around, too.
4. **Dr. Lenny.** Harold's assistant, Lenny, is a healer and is also old enough—and durable enough—to have seen the original Vault Dweller. He's lived many years in the shadow of regret that he didn't join the Vault Dweller on the epic quest. If Lenny finds out that you're related, he'll want to join you on your journey.
5. **Skeeter's Shop.** Skeeter can fix or build almost anything. In the half-finished reactor building he calls home, he has a whole junkyard full of parts. Skeeter even has a Fuel Cell Regulator that you can bring to Smitty in the Den to get the car running. With the right parts and tools, Skeeter can improve a variety of weapons for you. Of course, you'll have to do a couple of favors for him first.
6. **Tha Tunnel Entrance.** A hole in the floor of this room leads to the tunnels beneath (see #9).
7. **Lumpy's Shack.** If he's not herding brahmin, the sole human resident of Gecko will be found here.



8. **Gordon of Gecko.** Gordon's strange even for a ghoul. He's studied the local economics for many years and has arrived at some startling conclusions. He has a holodisk listing proof of his economic theories, which can convince the people of Vault City that Gecko is valuable to them.
9. **Ladder to the Junkyard.** This ladder leads to the tunnel entrance in the junkyard above (see #6).
10. **Bottom of the Reactor Pit.** This pit leads to the operating reactor room above (see #21). You can get back up only if you've already lowered the crane in the reactor room.
11. **Zomak.** Some call him the Destroyer. He's the toughest of the Brain's (see #12) followers. You have to prove you're a follower of the Brain to get past Zomak.
12. **The Brain.** This is where the giant albino intelligent Mole Rat, named the Brain, lives. For a giant rat, the Brain is surprisingly erudite and well informed. He has a claw in almost every pie and just loves Cheezy Poofs. Bring him a box if you want to make a good impression.
13. **Front Entrance Desk.** The guard at this desk will give you directions to different parts of the atomic power plant.
14. **The Reactor Supply Room.** Jeremy is the ghoul in charge of the supply room. If you've "found" a Parts Requisition Form at Harold's (see #3) or asked Festus (#18) for one, Jeremy will give you the parts that you need. Skeeter (#5) is particularly interested in getting a part that he needs from Jeremy.
15. **Key Rooms.** These two rooms are well worth searching for the special key cards left there by the occupants. You'll need both a yellow and a red key card (see #16 and #17) to make your way deeper into the heart of the power plant building.
16. **Yellow Security Doors.** The guards stationed at these doors make certain that you have a the yellow key card to enter.
17. **Red Security Doors.** The red doors require the red key card to open. The guards stationed here make sure that you have the required key.
18. **Festus.** This crochety and decaying old ghoul is the foreman of the power plant. If you listen to all that this old windbag has to say, you just may be able to convince him to repair the power plant for you. Of course, you still have to get the part that the reactor needs from Vault City yourself.

19. **Hank.** This glowing ghoul is a simple workman. He just loves the warmth of a leaky reactor pit. If you show him the erroneous Coolant Report that can be found in Harold's office (see #3), you can convince Hank to go into the reactor pit (#21) to close the coolant valve for you. Closing the coolant valve will cause the reactor to melt down. Better run for it.
20. **The Robot Terminal.** This terminal controls a repair robot that you can use to either shut down or repair the reactor. To activate the robot, you must first enter the correct Functional Access Code. Choose the code with an "A," then the code with a "B," and finally the code with a "C" in it. From there, you can direct the maintenance robot to repair or shut down the reactor.

To move the robot around the reactor pit, shown in Figure 7.5, to the machine it needs to get to, you'll have to enter intermediate way points, consisting of other machines, around the reactor pit. The correct command order is as follows: Amplify Plutonium-Gamma Shield, Deharmonize Neptunium Impeller, Calibrate Uranium-Rod Driver, Set Voltage on Saturn-Class Capacitor, and Test Jupiter Wave Compiler. The last command you must give the repair robot is Perform Procedure—to either install the new Hydroelectric Magnetosphere Regulator, or shut off the flow of coolant to the reactor.



21. **The Reactor Pit.** This area is extremely hot and radioactive. If you're not a ghoul, you should be very careful while you're in here—it's just a very painful place.
22. **Reactor Coolant Pump Control.** This machine needs to be shut down if you're trying to destroy the power plant. This is also the machine that you can use the new Hydroelectric Magnetosphere Regulator on if you're trying to repair the reactor.
23. **Crane.** Use this crane to lower a cable to the tunnel level (see #10).

It's not strange that a community of ghouls should gain support from another community of outcasts—that's the basis of the relationship between the ghouls of Gecko and the mutant and ghoul uranium miners of Broken Hills.

Broken Hills

Broken Hills provides all the uranium that Vault City and Gecko need for their atomic power plants. The radiation-resistant ghouls and mutants that live and work in Broken Hills make ideal uranium miners since they're in little danger from the radiation exposure miners face here. Unfortunately, since Vault City will deal only with humans, the miners must use human traders as their intermediaries. These human salesmen charge the miners an exorbitant commission for their work. Tensions in this multiracial community have risen to a fever pitch because the human merchants have been accused of outright theft of the fruits of the miners' hard-earned labor. Workers unite!

The Path of the Chosen One

Broken Hills has no Primary Quests in it. If you detour past Broken Hills, you can still complete the game. This town is a smoldering powder keg of racial tension. The mutants believe, correctly, that the humans are ripping them off. The humans are tired of being subject to the whims of the Super-Mutant miners. You just might be the spark needed to ignite the resentment into full-blown hatred.

You'll find keen weapons and even better companions here. Marcus the Super-Mutant, one of the most powerful NPC companions, will join you if you play your cards right. However, for some players, helping the mutant and ghoul proletariat throw off the yoke of the capitalist human oppressors is reward enough.

The Lay of the Land

Some things never change. Racial enmity runs strong in this mining community. It's humans against mutants, and if you're not on one side, you'd better be on the other.

1. **Marcus.** This ancient, but still feisty, Super-Mutant is the leader of Broken Hills. He's tired of being the person that everyone whines at when they want something changed. You can convince him to join you—he'll do just about anything to get out of town.



2. **Bill the Outfitter.** This merchant can offer a couple of jobs. You can either join his north-bound caravan heading for Vault City and Gecko as a guard, or clean out his brahmins' stalls. Chad, Bill's caravan master, is cheating the mutant miners with every caravan he leads north.
3. **The Refinery.** This clever machine refines any ore that you have into a pure and sellable state.
4. **Jacob and Aileen.** They are a human couple that holds a strong hatred for all mutants. If you share any ill feeling you have for mutants with them, you've found yourself a couple of friends. Their antimutant associates, Manson and Frank (see #5), are in the hoosegow. Jacob and Aileen would like you to free the two.
5. **The Jail.** Manson and Frank are incarcerated here. You need to bust them out for Jacob and Aileen.
6. **Doc Holliday.** He's a friendly and discreet physician—step right up: healing available, no questions asked.
7. **Liz's General Store.** Liz is yet another antimutant person. She has a storeroom filled with firearms and explosives underneath her shop. You can barter for the basic necessities here, as well.
8. **The Well.** If you've acquired the Mutagenic Serum from NCR, this is the well that you need to dump the toxin into—kills muties in minutes.

9. **Mine Entrance.** The entrance to the mine, shown in Figure 7.6, is the reason for this town's existence.



10. **Mine Foreman.** Zaius will tell you about the problems they've been having in the mines now that their air purifier has broken down (see #16). If you go to see Renesco the Rocketman in New Reno, you'll be able to get the part needed to repair the mine's air purifier.
11. **Above-Ground Hidden Tunnel Entrance.** All three of these locations mark above-ground entrances to the secret tunnels (see #12) of the humans in Broken Hills who oppose the tyranny of the mutants.
12. **Underground Hidden Tunnel Entrance.** These are the underground locations that the hidden tunnel entrances lead to (see #11). These entrances allow the mutant haters to move unseen. The tunnels themselves are heavily loaded with annoying, but less-than-fatal, traps, so proceed with caution.
13. **Supply Room.** This room serves as a storage area for the antimutant faction's arms. They also use this area to build bombs.
14. **Mine Exit.** This is the main exit to the surface from the mines that are Broken Hills' livelihood.

15. **The Man from the Past.** This strange old human has been stuck down here for a very long time. Your freeing him is the best thing that's happened to him in the last 50 years.
16. **Air Purifier.** This vital machine's broken. The contaminated air in the mines makes further ore extraction almost impossible until the purifier is repaired.

Now that you've experienced the wonders of small-town life in the post-nuclear world, you're ready for the "biggest little city in the world"—say hello to New Reno.

Bright Lights, Big City

In small communities, such as our village, neighbors know one another and share a sense of responsibility for the common good. It seems that the more people who accumulate in an area, the greater the tendency is for those people to become fractious and prone to violence. No greater proof of this tendency is needed than the glowing craters that now exist where once overcrowded cities stood. Beware of too great a concentration of people in any one place—it makes us more dangerous to one another than ever.

—Excerpt from the Book of the Elders' 152nd Season

Chapter 8



N

ew Reno is the largest populated area in the Wastes. If it wasn't for the constant feuding between the four families that vie for control of the city, New Reno would have carved an empire out of the sands long ago. Too many people and too few resources set the stage for an age-old power struggle. Precious little room is left for neutrals in New Reno these days.

The best that mankind has to offer as well as the very worst are yours for the taking in the big city. When in New Reno, do as the New Renoans do. In the "Biggest Little City in the World" that means becoming a Made Man, a member, of one of the families that control the city. Be warned though, that when you commit your loyalties to one family, by doing *jobs* for them, the other families in town are no longer going to treat you as a neutral. You've already shown your loyalties, just better be certain it's to the winning side. Only the dead are truly neutral in New Reno, make sure you remember that. The more things change, the more they stay the same.



New Reno

Isolated and partially shielded by mountains, Reno survived the apocalypse in enough of one piece to be rebuilt as New Reno. Now the dons of the city have made Reno more important and more powerful than it ever was in the beforetimes. In fact, the only thing that threatens New Reno are the groups vying for power within the city itself. New Reno maintains its pre-War reputation for offering all manner of vice, but the dueling for control of the city by its four powerful families makes it more dangerous than ever.

The Path of the Chosen One

You're not required to stalk the seamy streets of New Reno to complete the game, but there are facts to learn, and items and money aplenty to gain, by pausing to explore the dark side of the new Sin City.

The Lay of the Land

It's difficult to move through New Reno without choosing sides. However, the advantages of becoming a Made Man by one of the families controlling the city must be carefully weighed against the disadvantages of automatically becoming an enemy of the other three families in the city.

Attempting to tread a middle path between New Reno's well-armed factions is hazardous—in any case, you must choose your actions with care in New Reno.



Park any of your ghoul or mutant pals at the door and holster your weapons before entering any of the big casinos in New Reno. The gangsters, guards, and bouncers will surely appreciate it—and so will you.

Warning

1. **Entranca to New Reno.** This is where you'll enter New Reno from the world map. If you drove here, your car will be parked here. But if you leave this map, the car won't be here when you get back. You'll have to go see T-Ray at his chop shop (#43) for a little repo action.
2. **Drug Addicts.** These rancid flops are home to an assortment of uninteresting drug addicts.
3. **Residences.** This area's typical of the average Joe's home in New Reno.
4. **Cat's Paw Whorehouse.** The Cat's Paw is a good place to go if you have both money and time. Miss Kitty, the madam of the house, is a big fan of *Cat's Paw* magazine, and she's interested in purchasing back issues, if you have any.
5. **The Desperado Casino.** This gambling house, shown in Figure 8.1, belongs to the Mordino family. Each of the casinos in New Reno is run by a different family. If you enter one of the casinos with a weapon ready in hand, or if you bring unsuitable guests (such as a mutant or a ghoul) with you, you'll be warned and then disposed of.



6. **Little Jesus Mordino.** If you approach Little Jesus with a knife in your hand (not normally a recommended method for entering a casino), he may teach you a bit about knife fighting. You'll get a lot farther with the head of the Mordino family—Big Jesus Mordino (#7)—if you convince Little Jesus to give you the

nod first. When dealing with any of the families in New Reno, it's important to show due respect. A lack of respect often leads to a quick lesson in manners and a shallow, unmarked grave in Golgotha (see #35).

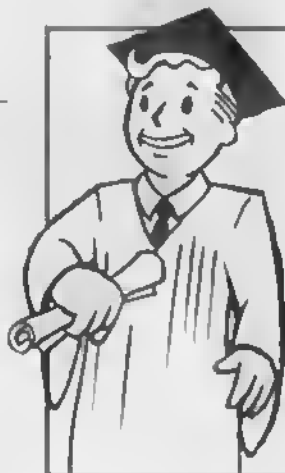
7. **Big Jesus Mordino.** Getting an invite from his son, Little Jesus (#6), is the best way to get to see the head of the Mordino family. The area around his private suite of rooms is just crawling with guards, so talking should be your first option. If you manage to impress Big Jesus, he'll offer you a job. To get more jobs, successfully complete each in succession. Each job completed is worth progressively more money to you, and you'll earn more of the Mordino family's trust as well.

The first job is to take a box to the Mordino's drug-testing stables, just outside of town (#38). This is the best way to learn the location of the Mordino's big drug lab. The job's not hard—any type of PC should be able to complete it easily. If you deliver the box and return to Big Jesus, he'll give you a second mission.

Your second job for the Mordino family is to get some "insurance" money from the Golden Globes porn studio (see #9). This job isn't very difficult either. Return to Big Jesus for your third job after nabbing the cash.

The third job that Big Jesus has you do for him will be a tough one. Big Jesus wants you to

bump off Louis Salvatore, the head of the powerful Salvatore family. If you do succeed, Big Jesus will make you a Made Man in the Mordino family and reward you lavishly.



A Made Man is a person who is trusted by one of the mob families of New Reno as one of their own. Made Men command high respect in New Reno, and there are benefits to being made by a mob family. However, once you've become made by a family, the other families, rightfully, consider you to be their enemy.

Note

8. **Pretty Boy Lloyd.**

Pretty Boy is hiding out in the Desperado's basement. He took some money from the Salvatore family, and they're none too happy about it. In fact, if you've talked to Salvatore, you may even be here to recover the missing money from Pretty Boy. You can take pity on Lloyd and help him leave town; you can get

him to tell you where he hid the money (see #36); you can kill him; or you can do any combination of the above—the choice is all yours. Just make sure getting the money is the first step in your plan.

9. **The Golden Globes Porn Studio.** They make “art” pictures here (see Figure 8.2). If you really want to make an impression, wear a leather outfit when you walk in the door. In this business, they’re always looking for new talent. You might make the grade if you have high Agility, Charisma, and Endurance Stats, as well as some “experience.” Becoming a porn star will really impress people around town—well, most people.



Figure 8.2

10. **Salvatore's Bar.** This bar is run by the Salvatore family, hence the name. The Salvatore family isn't the largest gang in town, but they are the best equipped. You'll have to go upstairs if you want to see old man Salvatore (#25).
11. **The Jungle Gym.** This is where New Reno trains its pugilists. You may even become one yourself.
12. **Stewart Little.** Small in stature but large in promotional abilities, Stewart Little is the man to see about boxing in New Reno.
13. **The Shark Club.** This posh joint is owned by the Bishop family. It's almost impossible to see Mr. Bishop himself, unless you've already spoken to Thomas

Moore (in Vault City). Premature attempts at gaining an interview are likely to end in premature death—yours.

14. **The Gambler.** He doesn't know when to fold. He's been playing the same slot machine for a *long* time—it hasn't paid off yet. If you can convince him to let you try your luck, things may go differently. If they do, he won't be happy—you'll have to talk your way out of this one, or sneak away with the loot.
15. **The Back-Stage.** This small fenced-off area is a stage for new comedians—oh, rough crowd, rough crowd.
16. **The Boxing Ring.** When a prize fight is scheduled, this is the place to be. A lot of money can change hands very quickly on fight nights.
17. **Mike the Masticator.** He's too dangerous to allow out, even in New Reno, and too valuable to be put down, like the mad dog that he is. Mike is well known in boxing circles for his brutal head-on approach. His odd nickname stems from an unfortunate nibbling incident that took place in the ring some time ago.
18. **Stairs Down.** This is where you'll enter the second floor of the Shark Club.
19. **Thugs Galore.** Family Bishop isn't taking any chances—the guards on this level show it.
20. **Stairs Up.** To get to Mr. Bishop's living area, you'll have to get past the guards here. Mr. Bishop lives with his family on the third floor.
21. **Mr. Bishop.** The head of the Bishop family lives and transacts business here, as shown in Figure 8.3. If you aren't on a mission from Thomas Moore in Vault City, the only way you'll see most of these well-furnished quarters is through a gunsight. If you did deliver the briefcase from Moore, Bishop will know that he can trust you and will offer you more work.

The problem that he'd like you to take care of is an outspoken critic—Roger Westin, in the New California Republic, needs to have an accident. Bishop doesn't want to know how, as long as the when is soon. He does want you to be discreet—Westin's death really should look like an accident. Return to Bishop for another job once Westin has, sadly, expired.

If you've capped Westin, Bishop will make you a larger part of his bid to decapitate the leadership of the NCR. Your next job is to kill the NCR's Vice President, Carlson. Subtlety is pointless now—just make sure that Carlson's



dead. In return for your help with this, Bishop will make you a Made Man and reward you for your perseverance.

22. **Bishop's Family.** Bishop's wife and child use this room and the room just to the south as their living quarters.
23. **Bishop's Room.** A wall safe that you should open is hidden in this room. Inside the safe, there are two important items. The first is a map detailing the location of some Raiders that have been plaguing Vault City. The second is a holodisk that records Bishop's deal with the NCR to hire those same mercenary Raiders to attack Vault City. Take these items to Vault City, where First Citizen Lynette would just love to learn about this little deal.
24. **Mason.** Salvatore's bodyguard won't let you in to see his boss unless you show him proper respect. You'll need a fairly high Speech Skill and Charisma Stat to roady up to this gunsel, but doing so will allow you to see Mr. Salvatore. Also, if you do make a good impression with Mason, you'll get higher rewards for any jobs that you complete for his boss.
25. **Mr. Salvatore.** The head of the Salvatore organization has three jobs for you. The first job is to find a louse named Pretty Boy Lloyd (see #8) to get back some money that Lloyd stole from Salvatore.

The second job is to collect some money from Renesco, owner of Renesco's Pharmacy (#28). This job's a bit more difficult, since Salvatore has told you that

you can't kill the pharmacist, and it turns out that Renesco just doesn't have the money. To complete this job, you'll have to cover Renesco's bill yourself.

Salvatore's next job for you involves guarding a mysterious transaction in the desert. You'll get this job only if you've shown proper respect for both Mason and Mr. Salvatore. All you need to do is keep your mouth shut, stay where you're told to stay, and don't fall asleep while you're guarding the transaction. If you do all of this successfully, Salvatore will make you a Made Man and reward you with a Laser Pistol at the mission's conclusion. Any PC should be able to complete all three of Salvatore's jobs.

26. **New Reno Arms.** A man named Eldridge runs this gun shop, shown in Figure 8.4. If you're a Made Man for any of the families in New Reno, you can expect a good discount here. Try to talk Eldridge into letting you go downstairs to talk to Algernon (#29).



27. **The Drunk Cupid Chapel.** Father Tully will give you absolution here (or a divorce if you're married) for a tip—or better still, a tippie. He has the lowdown on this town, as long as you wet his whistle.
28. **Renesco's Pharmacy.** Renesco (a.k.a. Renesco the Rocketman) can supply you with any sort of drug that your heart might desire. His pharmacy is well stocked with everything, except the money that he owes Salvatore (see #25).

Renesco even has some mine parts that are just the thing to fix the mine in Broken Hills. They're yours if you can give him the password that you learned there.

29. **The Idiot in the Basement.** This spacious basement is home to an idiot savant named Algernon. If you're nice to him, he'll happily upgrade any of your weapons for free.
30. **The East Side.** This part of town is dominated by the Wright family mansion. The Wright family is the fourth controlling family in New Reno.
31. **Street Urchins.** A small group of children play regularly outside of the Wright house. If you talk to them, they can tell you about the strange trade meetings that Salvatore has been having just outside of town (see #25). They'll show you in person if you express your disbelief.
32. **Chris Wright.** One of Mr. Wright's sons, Chris, works here. Getting in to see his father is easier if you talk to Chris first.
33. **Mr. Wright.** Orville is staying at home as shown in Figure 8.5, mourning the loss of a son. He wants to know who killed his boy—if you can solve this mystery, more work awaits.



His son Richard was a well-known drug user in New Reno—it's possible that he died simply from a drug overdose. However, suggesting this to the grief-stricken Mr. Wright will only enrage him—bad idea.

A bit of investigation around town will turn up the name of several pushers who might have been responsible for giving Richard the fatal dose. If you give Mr. Wright the name of any of these people, that pusher will disappear, and the case will be closed. However, that's not what really killed Richard Wright.

If you're extremely intelligent, try talking to Keith Wright for more information (#34). Or, you can follow one of two other tracks to solve the case. The first path is to exhume Richard Wright's body (see #36) to examine it for signs of foul play. If you do this, you better not tell Mr. Wright that you dug up his son's rotting corpse. If you have a good Doctor Skill, you'll find that Richard seems to have been the victim of poisoning, rather than a drug OD. The second path is to search Richard's room. If you do so, you'll find an empty Jet canister. If you take this to any drug dealer, it'll reveal that the Jet was spiked with poison.

Once you tell Mr. Wright about Salvatore's part in the death of his son Richard, the second mission he gives you, not surprisingly, is to kill Salvatore.

Whether you fingered Salvatore as the villain or just threw Mr. Wright a pusher for a patsy, Wright will tell you the secret location of a pre-War military arsenal (the Sierra Army Depot), just a few days' travel north of New Reno. If you can break into the depot and leave the way open for Wright's men to follow, Wright will make you one of his Made Men. Any PC should be able to complete Wright's tasks, but a PC with a high Intelligence Stat will find it easier than others.

35. **Keith Wright.** Keith is Mr. Wright's son and bodyguard. You'll need to talk to him if you want to see his father. He also has some clues about his brother Richard's death.
36. **Wright's Stills.** The Wright family makes alcohol, the main source of their income, in this basement distillery.
37. **Golgotha.** This creepy place, shown in Figure 8.6, is where the citizens of New Reno are interred after their death. Somewhere within this graveyard, you'll find the entrance to Pretty Boy Lloyd's (see #8 and #37) cash cache. Richard Wright's corpse (see #33) is also buried somewhere amongst the bodies.



38. **The Cash Cache.** This former fallout shelter is too crude to be a Vault-Tek model, but it's held up well enough to provide a hiding place for the strongbox that contains the money Pretty Boy Lloyd (#8) pinched from Salvatore (#25).
39. **The Stables.** If you're working for Big Jesus Mordino (#7), he'll send you here to deliver a box for him. Deliver the package to Ramirez the guard. They call this area the Stables because the Mordinos use it to create their drugs and test them on slaves.
40. **Marjorie Reed.** This assistant researcher will give you an ID badge if you're smart or charismatic enough for her taste. You'll need this ID badge to get past the guards (#40) on the level below. You can reach the lower level through a ladder in the floor of this room.
41. **Guardroom.** The guards here won't let you through unless you have an ID badge (see #39), are an attractive female, or are one of Mordino's Made Men.
42. **Myron.** Myron is a scientist who can join your party, as long as you have room for him. If you can put up with Myron's irritatingly adolescent behavior, he'll be an extremely useful person to have along. Myron's vast scientific knowledge makes accessing most computers a breeze. Myron can even help you manufacture your own Stimpacks (and Super Stims) while he's in your party. He's tired of being cooped up in the lab all the time and is happy to have a chance to get

out from under Mordino's thumb. Just don't bring Myron back to see Mordino—you'll both be attacked by the enraged gang boss.

43. **Vats o' Dope.** These are huge production vats used to create vast quantities of various chems.
44. **T-Ray's Chop Shop.** T-Ray is a "scrap" dealer. Sometimes the former owner of the scrap needs a little assistance to understand how little they truly need material things. T-Ray has taken this liberty with your car (#44). You have a reason to find T-Ray's shop, shown in Figure 8.7, only if your car has been stolen. You can kill everyone to repo your car; you can bluff T-Ray into believing that Mr. Bishop (#21) sent you to collect the car (he didn't); or you can buy your own car back from T-Ray. If you've successfully bluffed T-Ray, you can come back every week for some fresh batteries as well. T-Ray will upgrade the car to make it 10 percent faster and more fuel efficient, and he'll expand the trunk's capacity—for a price.



Figure 8.7

45. **A Wonderful Chrysalis Motors Highwayman.** Wow, it even runs! Hey, wait a minute...that sure looks a lot like the one you drove to New Reno.

Travellers north of New Reno are often threatened by Raiders. The tithe exacted by these thugs often makes its way to the city itself. These are the Raiders contracted by Mr. Bishop—perhaps you'd like to pay them a little visit.

The Raiders

These Raiders are a bit different from the usual lot. They're actually mercenaries who have been hired to harass Vault City's trade routes. If you think that this would make them better disciplined and organized, you're wrong.

The Path of the Chosen One

Tearing through this area isn't necessary to complete your quest as the Chosen One. However, it does make a great gore fest for a Combat Boy PC and an interesting challenge for a Stealth Boy, but a Charisma Boy has no place in this dangerous environment, unless he has plenty of tough friends.

The Lay of the Land

The Raiders have constructed (or found) a secret entrance to their underground base, beneath the ruins of this farm.

1. **The Secret Entrance.** The ladder shown in Figure 8.8 leads down to the Raiders' base (#2).
2. **Cave Entrance.** Once you're down the ladder (#1), the way leads into a series of connected caverns.
3. **Radscorpion Pits.** Be careful—there are numerous pits in the floor throughout this part of the caves. The pits will drop you into the Radscorpion lair beneath (#6 and #7) if you're not careful.
4. **The Ladder.** This ladder is where you'll appear if you do fall into the Radscorpion pits and have to climb back out (see #6).
5. **To the Raiders' Barracks.** This passageway leads to the Raiders' barracks (#8).
6. **The Ladder Out.** If you fall into one of the Radscorpion pits, make your way to this ladder to exit this buggy level.
7. **Big, Bad Boss Radscorpion.** Being trapped in this cave for too long has enraged this nasty Radscorpion.



8. **Entrance to the Raiders' Barracks.** This is the front gate to the Raider-barracks part of the cave complex. The Raiders aren't expecting company, so a competent Stealth Boy has a good chance to get past this entrance and into the cavern proper without being spotted.
9. **Raiders.** The majority of the Raiders spend their time in this part of the cavern.
10. **The Ladder Out.** This ladder leads to the surface.
11. **Raider Leaders.** The Raider commanders usually spend their time in the more scenic part of the cave shown in Figure 8.9. You'll need to take their dog tags if you want to open their strongbox (#12).
12. **The Safe.** The Raiders keep their most important documents in this strongbox. To open the surprisingly sophisticated combination lock on this cast-iron safe, you have to be incredibly lucky, or you can use the number codes on all three of the Raider leaders' dog tags (#11) as the lock's combination. The safe contains the Raiders' account book, which contains proof that the Raiders are being paid by Bishop in New Reno to attack Vault City's caravans. First Citizen Lynette would be very happy indeed to get her hands on this book.

New Reno is a new city, but one built in the old style. The machinations of the city's dons have turned New Reno into a churning crucible of contention that threatens to escape the bounds of the city itself. The fire of New Reno's conflict is already warming the gates of



Vault City, and threatens to engulf all the cities of the Wastes. Sheesh, maybe it's time to return to the countryside where good old-fashioned values still hold sway. The next chapter covers guns and gold—you just can't get much more basic than that.

Guns and Gold

Many places left to us from the beforetimes hold objects that, while once common enough, are now quite rare. Some of these rarities are of unusual beauty and usefulness. However, other places hold only the legacy of violence and death. These areas should be shunned by the wise—the foolish are warned of their hazards. In many cases, it is not always clear what kind of place one has stumbled upon, and in those places of unknown risk, the need for even greater caution is tantamount.

—Excerpt from the Book of the Elders' 83rd Season

Chapter 9



A

fter the time you spent in the larger city of New Reno, a return to the more familiar Wastes would seem welcome. Here in the Southlands, though, there's no respite from danger. The Sierra Army Depot is filled with abandoned and forgotten technology—abandoned by humankind that is. On the other hand,

the thriving gold-mining boomtown of Redding could well serve as the Depot's antithesis—a living testimony to the resilience and persistence inherent in human nature.

Both locations hold prizes worth taking risks for. In the Sierra Army Depot you may find powerful weapons or perhaps even a new companion. In the boomtown of Redding, you'll find challenges, both human and monstrous, to match those new weapons. You'll need to use your abilities like a surgical scalpel in order to maximize both your potential gains and your chances of survival in these dangerous environments.



The Sierra Army Depot

The Sierra Army Depot was once a regional storage area for the military's arms and munitions. Although a significant amount of its holdings was depleted in the War, there are still gems—of prebomb hardware—to be found here. However, the base is not easy to find, and its automated defenses are still fully functional. *

The Path of the Chosen One

It's possible to complete the game without visiting the Sierra Army Depot. However, the arms found here, including all plasma weapons, will make your future tasks that much easier. You can also build yourself a loyal and useful companion here—the Robobrain.

If you learned about the location of the Sierra Army Depot from Mr. Wright in New Reno, you'll be able to accumulate an additional reward from him if you make certain that the Depot is left open and available to his men. The weapons that he can glean here will almost certainly turn the tide—in his family's favor—in the battle for control of New Reno.

The Lay of the Land

The Sierra Army Depot is unoccupied, but has automated defenses. A Combat Boy PC can fight his way past the defenses, and a Stealth Boy can sneak past them, but there's not much chance for a Charisma Boy to talk his way past the machines. A Charisma Boy will do best if he has friends with him who are good fighters or competent scientists (such as Myron from New Reno).

1. **Deaders at the Gate.** The main entrance gate is covered with bodies, as shown in Figure 9.1. Many of them still have weapons and other goodies worth looting.
2. **Guard Turrets.** Turrets rise from the ground and fire upon anyone entering the compound.
3. **The Howitzer.** Use this cannon to breach the main door into the Depot. You'll have to recover a shell from a nearby storage shack (#4) and load it by using the shell on the cannon. Then, stand back and watch a hole appear in the main doorway (#6).



The toll at this booth looks pretty costly.

Figure 9.1

4. **Storage Shack.** Inside this small hut, there are two boxes. One of them contains a howitzer shell that you can use to breach the main door to the Depot (#3 and #6); the other one contains a painful surprise. Use your Traps Skill to avoid finding out the hard way.
5. **The Manhole.** When you move into this area, you'll take some electrical damage. If you look closely, you'll see a manhole directly between the two banks of transformers. Crawl down the manhole to switch off the power (#7).



There are several ways to open a doorway that's blocked by a forcefield. You can use your Repair Skill on the field emitter, located on the door frame; you can use an explosive on the door's field emitter; or you can shut down some of the doors by proper access to each level's security computers.

Tip

6. **The Main Door.** To open this heavily reinforced door to the Sierra Army Depot's main building, you need to destroy it. Use the howitzer (#3) to blow this door off its hinges.
7. **Main Power Switch.** After climbing down the manhole (#5), you'll enter a small room with a power switch. Throw the switch to disable about half of the Sierra Army Depot's power—the Depot is forced to switch over to emergency backup power systems. The forcefield barriers inside the depot are changed from impenetrable to merely damaging when you throw this switch. Use this technique if you have a not-too-bright, but very tough, PC.
8. **Main Entrance Terminal.** This terminal shuts off this level's forcefields. To access these functions, you'll need to either enter the password (see #9) or have a high enough Science Skill to hack the computer system.
9. **Front Desk.** Searching this desk reveals a small piece of paper with the security terminal's password (#8).
10. **Medical Lockers.** The lockers in this area are full of useful medical supplies. You must also take Dixon's Eye with you to use on the main elevator (#11).
11. **Main Elevator.** The main elevator leads to the three underground levels of the Depot. To use the elevator, you must authenticate your security clearance by presenting an eye to the retinal scanner—use Dixon's Eye for this purpose (#10).
12. **Security Terminal.** This terminal, as shown in Figure 9.2, allows you to turn off the alarm on this level. You'll need a high Science Skill or Perception Stat to use this terminal.
13. **Service Elevator.** This elevator was designed to give the repair robots full access to all levels of the supply depot. You can use this elevator if you're able to pick



You'll trigger the alarm, which activates the level's defense units, if you use the wrong password at a computer terminal; attempt to hack into the security computer system without succeeding; fail your Repair Skill roll three times while trying to open a forcefield emitter; blow up a forcefield emitter; or use the wrong eye on the elevator's retinal scanner.

Warning



the extremely complex electronic locking mechanism—you'll need an Electronic Lockpick and a very high skill to succeed.

14. **Punching Bags.** The base personnel used to use these finely balanced bags for exercise. You'll improve your Unarmed Combat Skill by taking a jab or two at each one.
15. **Gear Lockers.** The detachment of troops that guarded this Depot used to bunk here. They must've shipped out in a hurry, because there's still some fine gear here for the taking.
16. **Storage Area.** The area shown in Figure 9.3 is used to store extra robots and munitions. If you can get to the crates, there's quite a trove of weaponry, including a Plasma Rifle.
17. **Security Terminal.** This terminal is harder to crack than the one on the first floor. Even if you do hack into this terminal, you'll be able to disable the alarm only for a while by forcing the computer to run a series of lengthy diagnostic programs. You can't disable the alarm permanently on this level of the Depot.
18. **Smutty Workstation.** Whoever had the last duty assignment at this terminal really needed to get out more often. The area is plastered with pinups, and there's even a *Cat's Paw* magazine here. If you Examine the terminal, you'll receive a bonus to guess the password used at this station. Successful access allows you to turn off the



shocking floor-plate traps (see #21). You'll even be able to open some e-mail, which releases a virus that slags the computer on this level.

19. **Repair Station Terminal.** This computer terminal controls the automated robot repair station. If you have a high Science Skill, or high Luck or Perception Stat, you can shut down the repair robots. If you don't shut them down, as soon as you leave a level, they'll scoot out and fix up any robots you've damaged.
20. **Repair Robot Storage.** All of these repair robots wait here to undo your handiwork as soon as you're gone.
21. **Traps.** The east and west approaches to these storage boxes have electrical-pressure plate traps (see #18). The center path has a laser trip wire that's not actually hooked up to a trap—you can safely walk right through it.
22. **Christmas Present.** Two of these boxes are loaded with toys of destruction. Truly, Christmas has come early this year. Try using the boxes, to open them, until you find the two that're filled with toys just for you.
23. **Elevator.** Use Dixon's Eye once again to get back into the elevator.
24. **Break Room.** A yummy cookie is left on the floor here. The Nuka Cola machine works, too!
25. **Skynet.** This giant computer, shown in Figure 9.4, was once devoted to weapons research, accumulating data to safeguard the American way of life.



Now, Skynet's getting a bit claustrophobic. It would like you to load its thought processors into a Robobrain body so that it can hit the highway, see the sunrise, feel the wind on its face.... Uh, well, you get the idea. Just don't irk it—it controls a lot of really nasty security robots.

26. **General Clifton's Eye.** Grab the good general's eyeball in the wall locker, so you can fool the elevator's retinal scanner (see #27) into granting you access to level four.
27. **The Elevators.** Use Clifton's Eye to access either elevator. One elevator takes you to the upper levels; the other gives passage to the one remaining lower level.
28. **Robobrain Terminal.** This terminal oversees the brain installation procedure for the brainless Robobrain. After completing all three steps (#29), use this terminal to start the Robobrain. If you try to start the robot without completing all three steps, the droid will explode.
29. **Brainless Robobrain.** This Robobrain has no brain. However, the means to acquire a brain exist on level four of the Depot (see #32). To get the Robobrain running, you need to use three things on it: a brain (#32 or #33), some Bio Med Gel (#31), and a Motivator (a part acquired from any recently destroyed Robobrain in the Depot).

30. **Test Subject Holding Cells.** These cells were once used to hold medical test subjects. Meds can still be found in these rooms. Apparently, something bad happened to the test subject behind door #2.
31. **Vault-Tek Organ Extractor Control Terminal.** The terminal in this room, shown in Figure 9.5, controls the operation of the Vault-Tek Automated Organ Extraction Chamber. There are also some valuable medical supplies in here, including a container of Bio Med Gel (#29) on the floor.



Figure 9.5

32. **Automated Biological Storage Area.** The cylinders in the room beyond this area contain a wide variety of preserved biological components, including several brains. The level of your Science Skill determines what type of brain is available to you. The brains are just perfect for implanting into the Robobrain on level three (#29). You can take only one brain—don't be greedy.

There are also several viruses here, all highly deadly strains. Do not pick up any of the viruses. If you do, the robotic arm handling them will drop the virus sample, and the Depot will quickly turn toxic. If you want to use one of the brains from here on the Robobrain, go to it. However, there's another way to get a brain for your 'bot.

33. **Vault-Tek Automated Organ Extraction Chamber.** If you march a companion of yours into this room and then return to the terminal (#31), the doors will close

on your hapless companion, and their brain will be extracted, killing them nearly instantly, and plopped down in front of you as a quivering beige blob. There's a rather severe Karma penalty for doing this, though. Take this brain back up to the Robobrain (#29) for implantation. Oh, and only one person at a time is allowed in the Extraction Chamber please—any more than that only confuses the machine. There's nothing worse than a confused surgical machine...it's extremely messy.

The Sierra Army Depot is a wonderful place to grab some really good combat gear, and perhaps pick up another useful companion. It's also a very dangerous place that can be as hard to get out of as it was to enter. A more open town makes for a refreshing change after the near-claustrophobic conditions of the buried bunker—the only areas of Redding that are underground are the gold mines.

Redding

Redding has been repopulated for only a few years now, and it still has a Western-gold-town feel to it. Two major gold mines in town ship their ore to Vault City, New Reno, and the NCR. In a way, rough-and-ready Redding is the golden goose being squeezed—gently but firmly—between the three big cities that want the golden eggs all to their own.

The Path of the Chosen One

Your quest for the GECK will take you near Redding, possibly even through it, but you aren't obliged to stop. However, the sheriff in town could sure use some help (if you're an obliging sort of person), and there's a high potential for profit in either helping the mine owners or even buying your own gold mine.

The Lay of the Land

The sheriff is a good person to know. He needs help, and you'll be able to get to know the people in town if you lend him a hand, or leg. Many of Redding's doors will be opened to you if you agree to help Sheriff Marion.

1. **The Sheriff's Office.** This is where Sheriff Marion works. He has a bum leg that'll keep him off the streets for a while, so if you could fill in for him, he'd sure appreciate the help.

The first job that Earl Marion sends you to do for him is to evict Widow Rooney (see #3). You can toss the poor old gal out on the street, or if you're a nicer sort, you could pay her back rent yourself. One way or another, justice must be served.

Regardless of how you choose to resolve your first case for the sheriff, Marion will give you a second job. Something a bit direr has occurred. Some miner has attacked a, uh, saloon hostess over at the Malamute Saloon (#7). Talk to the owner, Lou, to see what she knows. The clues that you find will point you in the direction of the Morningstar Mine (#19)—a bit of digging around there, so to speak, will net you the villain.

Your next task is to break up an impending bar brawl between self-appointed spokespeople (see #5) for the two largest mines in town. Hustle over to the Malamute Saloon if you want to get there in time.

Hopefully, you've been doing a good job of keeping the peace here in Redding, but the Sheriff must be desperate, because he needs your help again. This time, some ornery outlaw named Frog Morton (see #29) has taken over the ruins of the Great Wanamingo Mine, just west of town (#29). It's up to you to run his gang off before they get a hankering to come to town, guns ablazin'. If you can drive out this awesome hombre, your name will be legendary in this area of the Wastes.

2. **The Well.** This well doesn't work anymore. Careful examination will show that it leads down to some tunnels beneath the town (see #12–15).
3. **The Widow Rooney.** The Widow owes some back rent to Mayor Ascorti, who's put pressure on the sheriff to either collect the money or evict the woman. You can talk to the sheriff (#1) or Mayor Ascorti (#9), but what it comes down to is that the old lady must fork over the cash or hit the streets. Maybe you can help?
4. **"Painless" Doc Johnson.** Cut from original frontier doctor cloth, old Painless can pull a tooth, sew up a bite, or extract a bullet with equal skill. Doc Johnson gets plenty of business here in Redding. When bulk shipments of Jet reach Redding from New Reno, the good doctor is the one who dispenses the Jet into user ampoules—for a small fee, of course. Occasionally, Johnson gets

mysterious visitors from Vault City—you might even be one of them. If you've found an antidote for Jet, possibly by working with Dr. Troy in Vault City, bring the antidote to Doc Johnson.

5. **Blasphemous Bette and Caminetto.** These two miners come to the Malamute Saloon (#7) just to argue. If you're working for the sheriff, he'll ask you to break up their latest argument before they trash the saloon again. You can convince either one of them, or even both, to come with you to jail, but keep in mind that the two mine owners (see #18 and #19) will judge you based upon how fairly you treat their workers.
6. **To the Cellar.** The trapdoor in this room leads down to a storage cellar beneath the Malamute Saloon (#12).
7. **Lou, Owner of the Malamute Saloon.** A gal named Lou owns this bar and "recreation" hall, shown in Figure 9.6. She keeps pretty up to date on local goings on, and she's the best person to see about anything that happens in her saloon.



8. **Fannie Mae.** This lovelorn waif works for Lou (#7) as a saloon hostess. She has big plans to make a new life for herself, if only she had a little extra cash. Not everything is as it seems, though.
9. **Mayor Ascorti, Owner of Ascorti's Ace.** The owner of Redding's casino is also the mayor of the town—how serendipitous. Ascorti needs a bit of help with a

deadbeat tenant (see #3). He also has a bona fide deed to the Great Wanamingo Mine (see #29), just outside of town. He'll sell the mine to you cheap. If you clear out the deadly pests that have moved into the mine, you can sell it back to him for a tidy profit—sounds like a real win-win situation. The mayor's tables are fairly straight if you feel especially lucky. If not, the cashier behind the cage (#11) will be happy to trade you cash for your excess goods.

10. **Ladder to the Callar.** This ladder leads down to the storage cellar beneath Ascorti's Ace (#13).
11. **The Cashier's Office.** Ascorti's cashier serves as the town's pawnbroker. He can almost always make you a deal, but he's a very skillful trader, so be wary—his prices aren't the best. Attempting to take the cash box behind the counter is a dangerous pursuit, because Ascorti has a corner on the guard market in town. Most miners pay in mine-issued scrip rather than cash—all that glitters isn't necessarily gold.
12. **The Malamute Saloon's Storage Cellar.** There isn't a whole lot here (maybe some rats), besides an entrance to the tunnels and a way back up to the saloon (#10).
13. **Ascorti's Ace's Storage Cellar.** A couple of rats bar the way to the tunnels—if they're too fierce for you, you can make your way back to the saloon (#10).
14. **Tunnel to the North End of Town.** This tunnel connects to some similar tunnels that lie beneath the mining-camp end of town (#24).
15. **Cave of Bones.** Someone or *something* has been collecting bones in this part of the cave—it might be some rats, or it could even be one of the mysterious Wanamingos.
16. **Mole Rat Mambo or Deathclaw Deathmatch.** This arena is where trained Mole Rats are pitted against one another with money riding on the outcome. You can become a part of the action by betting on your favorite. Eventually, the crowd will tire of Mole Rats duking it out, and some other type of creature will be used instead.
17. **Caravan Master's Office.** James Hoffer runs the caravan office in Redding. He can tell you when caravans are coming to town and how to find employment as a caravan guard (see #23).
18. **Kokoweef Mine.** Marge LeBarge runs the Kokoweef Mine with a firm but understanding hand. She treats her miners the way they often act—like

overgrown children. She makes sure her staff is well treated and paid just enough to let them dip their feet into *some* trouble, without being able to dive in headfirst. Marge needs to get a replacement chip for her automatic mining machine—so does Dan McGrew (see #19). Whoever gets the replacement chip first will be able to out-produce the other mine in town and run their competition into the ground. Getting the chip is a high priority for both Marge and Dan. You can pull the chip they need from the unused mining machine in the Great Wanamingo Mine (see #36).

19. **Morningstar Mina.** Dangerous Dan McGrew, who has a crush on Lou (#7), is the owner and manager of the Morningstar Mine, shown in Figure 9.7. He's a fierce but fair contender for the domination of the Redding gold trade—only Marge LeBarge (#18) and the excavator chip he needs (#36) stand in the way of his control of Redding's mines.



20. **Another Well.** This dry well leads down to the tunnels beneath this part of town (#26).
21. **The Gravayard.** Souls rest uneasily in these graves. You could loot their decaying bodies (if you're that sort of person). If you do, you may find that you're not the first to do so. The empty grave here leads to a network of tunnels beneath this part of town (#28).

22. **The Last Gasp Saloon.** Josh Laurance owns this place, and although it's strangely morbid, the miners find it to be relaxing. *Better them than me* seems to sum up their attitude to this macabre place.
23. **The Caravan Masters' Tents.** Three caravans carry gold from Redding to Vault City, New Reno, and the New California Republic. If a caravan is nearly ready to leave Redding, the leader of the caravan will have a tent set up here. If you want a guard job and slightly safer travel arrangements to one of the three destination towns, see whoever is in these tents when you happen by.
24. **Tunnel Entrance.** This tunnel connects to a similar network of tunnels beneath downtown Redding (see #14).
25. **Den of Bones.** Someone's been collecting these bones and gnawing off the last traces of meat. Many of the bones look like semi-decayed human bones—you hope they're not. In any case, it's worth a moment to search the trove of bones for souvenirs.
26. **Tunnel to the Wanamingo Mine.** This tunnel heads west of town to connect with the Great Wanamingo Mine (#34).
27. **Well Ladder.** This ladder leads up to the dry well in the mine camps (#20).
28. **Grave Entrance.** This ladder leads up to a very grave opening near the Redding mine camps (see #21).
29. **Great Wanamingo Mine Elevator.** To get this elevator working, you'll have to repair the nearby power generator (#30). All of the deserted mine buildings are inhabited by both large and larger rats. Eventually, even larger, two-legged rats will move in (Frog Morton and his gang of thugs). If you've bought the mine, shown in Figure 9.8, from Mayor Ascorti (#9), you'll need to clear out all of them, and the Wanamingos below. Frog and his gang will spread out through the buildings to find the most readily defensible positions. Then, they'll



The carapaca of the Wanamingo reflects laser energy very efficiently—it's better to use standard projectile weapons (slug throwers) against these tough critters.

Warning



laugh as they snipe at you while you try to avoid the many traps they've laid—not a nice bunch at all. The world will be a better place in their absence.

Below ground, even worse things await. Dread Wanamingos lurk in the gloomy depths, ready to make a quick snack of you and your companions. The deeper you go, the nastier they get.

30. **Wanamingo Mine Power Generator.** You'll need to repair this to get the mine elevator (#29) working.
31. **A Fork in the Road.** As you reach this point from the corridor to the east, you have a choice: either continue north from here to repair the generator (#30), or go back a bit and then north to reach the elevator in the second building to the north (#29). Whichever way you head, watch out for both rats and traps.
32. **Ladders to the Level Below.** These ladders all lead to the level of the Great Wanamingo Mine, just below (see #35).
33. **The Mine Elevator.** If you've managed to get the mine elevator (#29) running again, this is where it'll let you off.
34. **Tunnel to Redding.** This tunnel leads east to the area beneath the town of Redding (#26).
35. **Ladders to the Level Above.** These ladders all lead to the level of the Great Wanamingo Mine, just above (see #32).

36. **Continuous-Feed Ore Extractor Machine.** This mining machine still holds the chip needed by both Dan McGrew (#19) and Marge LeBarge (#18). If you can recover the chip from this machine without getting eaten, you can make a tidy profit by selling it to one of them.
37. **Bachelors' Quarters.** The male consorts of the Queen (see #38) live near their beloved sovereign. They're the largest and strongest of their kind—lucky you.
38. **Lair of the Queen.** This is where the elevator would let you off if it still came to this level of the mine. These days, it's just a cozy nest for the Queen of the Wanamingos. She's fiercely protective of her clutch of eggs, and rightfully so—it's unlikely that you're here as an amateur naturalist.

Redding is like a finely balanced top—the smallest actions can alter the balance of power in town and send it spinning into the control of Vault City, the NCR, or even New Reno. It may take years for the town to slide into the control of one of the big three, or it may happen in a flash, but one thing's certain—you had a hand in making it happen.

Now that you've equipped yourself with some high-tech weaponry and better armor, and loaded up on gold, what's next? Only the largest and best organized city in the Wastes—and the fabled vault that holds your people's salvation within its mysterious grasp.



Bearflags and Burrows

I have heard tales that some are trying to resurrect the past. Not only do they seek to reclaim lost technology, they also seek to reclaim lost ways. I fear following in the footsteps of the past. I fear that the ways we dealt with our problems, and one another, in the past did not lead humanity to a better end. Some of the paths these people follow would best remain lost; I am afraid of reviving too much of what was.

—Excerpt from the Book of the Elders' 247th Season

Chapter 10





o find the location of the fabled Vault 13, you'll need to make your way through the New California Republic (NCR), Vault 15, or both. The NCR is one of the largest and best organized settlements that you'll run into. They've harnessed pre-War technology to enable their growth from humble beginnings as a Raider-plagued hamlet to the nascent nation-state that they are today. The NCR has been very successful in consolidating its holdings, but now the leadership of the NCR is beginning to look hungrily at nearby deserted, and not so deserted, vaults for the technology that their expansion demands. The occupants of those vaults may not want to share their remaining technology. The seeds of strife have already been sown—they remain yours to reap.



The New California Republic (NCR)

The NCR is a clean town filled with honest, hardworking folk—at least that's how President-for-life Tandi would like to have it. The reality falls somewhat short of that goal. The NCR does keep order within its walls with a large and competent police force. Outside the walls, the NCR has so far been operating through others, buying and trading for things that they cannot yet take by open force.

The Path of the Chosen One

The New California Republic holds the key to the location of the elusive Vault 13. There are three ways that you can find the Vault of your ancestor. The first is to make your way to President Tandi. She'll offer you a job that involves making your way into Vault 15. Then, you can find the location of Vault 13 by rummaging through one of the computers in Vault 15. Or, you can purchase directions to Vault 13 from Doc Jubilee (for a healthy 10-grand). Of course, if you have a very high Outdoorsman skill there's a chance that while guarding a rancher's (Westin) brahmin you'll see some would-be rustlers that you can follow back to the Vault.

The Lay of the Land

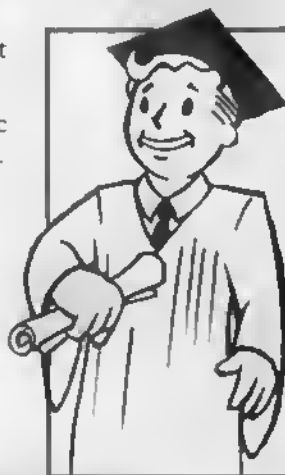
The police in the NCR are not afraid to use deadly force to stop outsiders from committing crimes. Outside the NCR's walls, though, it's a different story. The criminal element, present around any human habitation, thrives just outside the gates of the city proper.

1. **Ratch the Junk Dealer.** Ratch makes his living selling junk. He has an interesting collection of parts, shown in Figure 10.1, some of which will improve the performance of your car.
2. **Vortis the Slaver.** This man runs the slave holding pens just outside the city—it's illegal to bring a slave within the city walls (they would become free as soon as they entered the city). Vortis is friendly to anyone who bears the mark of the Slaver's Guild. If you're friendly enough to him, Vortis will ask you to infiltrate



the NCR Rangers (see #23). Vortis would like to do whatever he can to see the Rangers destroyed, because, among other things, they're one of the strongest abolition forces in the Wastes. In particular, Vortis is looking for a map of the Rangers' secret safe houses in the areas north of the NCR. Knowing the location of the Rangers' centers of operation would allow the much larger Slaver's Guild to crush the Rangers. In any case, once you learn of the existence of the Rangers from Vortis, you'll be able to ask more about them from the NCR's other citizens.

3. **The Slave Overseer.** This malcontent serves as a good source of rumors. Be careful when entering this part of Vortis' compound. Slaves are often caught trying to escape, and the overseer has an itchy trigger finger. You can use a high Science



The NCR Rangers are a group of secretive do-gooders and abolitionists. They have connections and hidden bases throughout the Wastes. If you're a good guy by nature, you'll want to cultivate a relationship. If you're a scoundrel, you'd do well to steer clear of the NCR Rangers.

Note

skill to open the doors to the slave pens here if you're so inclined (see job in #23).

4. **Car Park.** If you've managed to acquire the car, this is where you'll end up parking it for the duration of your stay. If you want to return to an unmolested Highwayman, pay one of the bums here a sawbuck to watch your car while you're gone.
5. **Merk.** This tough hombre isn't just a connection to the underworld within the rigid confines of the NCR, Merk *is* the underworld. Only the best can survive in a town like this. If you manage to impress Merk, he'll offer you work.

The first job that Merk offers is to dispose of the Enlightened One, a Hubologist (see #22) who lives in town. Completion of this quest will net you the chance to do another job for Merk. Your second task is to get some papers from a reluctant doctor in town (see #16). If you manage to make the doc turn his head and cough up the docs, you will've made it onto Merk's very exclusive list of operators.

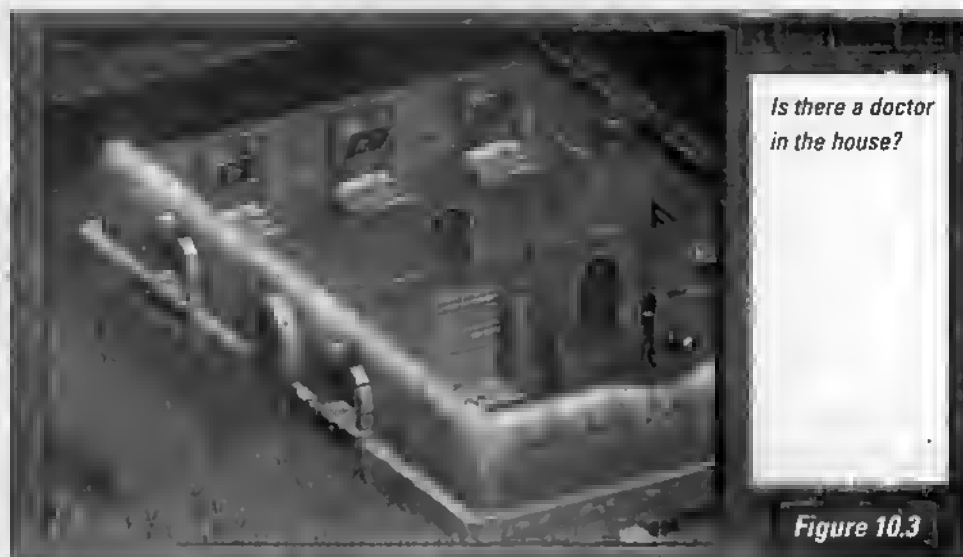
If you've successfully completed a job for Merk and then had Mr. Bishop, the head of the Bishop family in New Reno, ask you to kill Carlson (#36), Merk will use his connections to get you onto Carlson's security detail. This will make your hit on Carlson a sure and easy ticket.

6. **The Rawhide Saloon.** Merk (#5) owns this saloon, shown in Figure 10.2, but you can talk to his bartender, Mira, to order drinks. If you're especially stupid, Mira will ask you to kill her husband, Jack (see #18), for her. The one catch is that her husband's one of the NCR's finest—he's a cop. If you agree to do the dirty deed, Mira will arrange to have a rope over the wall waiting for you (see #11). Of course, you can always use the rope without actually killing her husband for her.
7. **Lenny the Super-Mutant.** As stupid as he is strong, Lenny will fight newcomers to the bar at the drop of a hat. If you want to impress Merk (#5), drop Lenny in his size-large tracks.
8. **The Main Gate.** This gate is closed at night by a powerful forcefield. You'll need to talk to the guard in the guardhouse (#9) if you want to get into the NCR after dark.



9. **The Guardhouse.** This is where the guard of the main gate cools his heels. If you've arrived at the city at night, the city's entrance will be barred by a force-field, and you'll need to ask the guards in this house to let you in.
10. **CC&R's.** Take a brief time-out to read this bulletin board. It lays down the law, NCR style. New Californians don't take the law lightly—you'd better do what the sign says, at least while anybody's looking.
11. **The Rope.** This is where the rope over the NCR's wall appears if you've agreed to help Mira kill her husband (see #6). Whether you help Mira or not, this rope makes for a handy escape route when the main gate to the city (#8) is closed.
12. **Basement of the Rawhide Saloon.** If you challenge Lenny (#7) to a fight, you'll end up fighting the ugly brute in the ring located in the Rawhide's (#6) basement.
13. **The Craps Table.** Duppo's (#14) back room holds a craps table. Go for a throw or two if you feel lucky.
14. **Duppo's General Store.** Entrepreneurial Duppo runs a decent general store and a crooked craps table in the back room (#13). Duppo can also tell you that Farmer Westin is looking for additional hands to guard his cattle—something has been slaughtering them.

15. **The Gate to Westin's Farm.** Westin (see #27) has a ranch on the other side of this wall. You won't get past the gate guard *unless* you have a good reason. Talk to Sheriff Dumont (#19) to secure that reason. When there's work as a caravan guard en route to Redding, you'll pick up the caravan right here at the gate.
16. **Doc Henry.** This house (see Figure 10.3) isn't a vital stop, but it's still an important one. Doc Henry is a dabbler in all manner of things scientific rather than medical. If you're here on business from Merk (#5), you can intimidate Doc Henry and search his desk for the papers you need. It's completely unnecessary to kill him—and unwise, considering the proximity of the police station. You may also pay a social visit to Doc Henry if you have some skill in Science yourself—he'll ask you to perform a task for him.



He'd like you to inject any Super-Mutant with his experimental Mutagenic Serum and report back to him with the results. However, don't inject any Super-Mutants that you *like* with the serum. If you do the job, Doc Henry will reward you with your very own synthetic canine companion—a Cybernetic Dog.

17. **Doc Jubilee.** A more traditional healing doctor, Doc Jubilee is also a fount of information. Salt-Beef Bob (#28) is convinced that the good doctor stole some information from him and is hiding it in this house. In fact, the doc did take a rather tattered Velvis painting from Bob as payment for services rendered. A

map showing the location of the mysterious Vault 13 is scrawled across the back of Salt-Beef Bob's Velvis painting, which you can have for a mere 10 grand.



Grabbing and examining the Velvis painting from Doc Jubilee's back room is the very fastest, and easiest, way to find Vault 13. As soon as you examine the painting, Vault 13 will be marked on your world map, and you'll be able to travel to the Vault and enter it. You won't be able to find Vault 13 unless you get this special clue—just travelling to the correct area won't reveal the tiny entrance of the Vault.

Tip

18. **NCR Police Station.** As

you might guess from the name, this building, shown in Figure 10.4, is just loaded with police. It's a really, really bad idea to pick a fight near, or especially in, this building. Mira's (#6) husband, Jack, is working in this building. Another policeman, named Karl, works here as well. Karl will tell you about the existence of the NCR Rangers if you have a high Karma. So, it pays to talk to the local boys in blue.



19. **Sheriff Dumont.** Dumont is the head of the police in the NCR. He keeps up on local affairs and can tell you about a couple of jobs available in the area.
20. **Oswald the Raider.** Unlucky Oswald is a prisoner from one of the frequent Raider attacks upon the NCR. So far, Oswald hasn't told anyone anything of value. However, you can beat some useful information out of Oswald. Spend just a couple moments alone with the weasel—you'll have him singing like a songbird. He'll tell you everything he knows about the Raider camp set up in Vault 15.
21. **The Power Plant.** At some point, Jack (see #18) has had too much of his wife Mira's (#6) machinations and goes berserk. He threatens to blow up the NCR's power plant. You can stop him with less than deadly force if you're a Charisma Boy PC; otherwise, you'll have to plug him to keep him from carrying out his threat. When this happens, a concerned citizen named Dorothy, just outside the power plant building, will tell you about the problem.
22. **The Enlightened One.** This high-ranking Hubbologist has a real knack for pissing people off. You may be here to praise her or kill her (see #5). If you're here to praise her, she'll offer to help you join her church. If you're here to help her rise to a higher plain of existence (i.e., here to scrag her), she has a final request—that you take some papers from her to the Hubbologists in San Francisco. In either case, the choice is all yours.
23. **The NCR Rangers' Secret Base.** This shop is actually the secret base of the NCR Rangers. If you've talked to Vortis (#2), he'll tell you about these goody-two-shoes types, and you can ask the occupants about the NCR Rangers. A low Karma rating will net you only a brusque brush-off; however, if you're a more reasonable type of character, Elise, the head of the local chapter, will offer you a job.

Your mission, if you choose to accept it, is to return to Vortis' slave pens (#2) and free all the slaves (#3). Success at this task allows you to join the NCR Rangers. If you do become a Ranger, you'll get a nifty pin, and a few other characters in the game will be able to recognize your special, secret status.
24. **Dusty's Cantina.** This bar is unremarkable except for the unpleasant personage of Hoss, one of Dusty's regulars. Hoss is an irascible sort and would just love to pick a fight with you. If he does, go right ahead and break his nose for him, President Tandi will thank you for it later.

25. **Brotherhood of Steel.** The local Brotherhood (or BOS) office has just one operative, but that doesn't mean he's easy pickings. Your best bet is to talk to the Brother. If you're at least ninth level, he'll tip you off about going to visit the BOS's office in San Francisco.
26. **Farmer Westin's Ranch.** This sizable ranchero, shown in Figure 10.5, is run by Westin. Felix, the ranch hand, will greet you at the door. If you've talked to Sheriff Dumont (#19) first, he'll tell you that the ranch could sure use someone to guard Westin's cattle. If you accept the job, you'll be taken to the grazing map (#29). After you complete that job, talk to Felix again to collect your reward.



27. **Westin.** This is where Westin lives. You may have come here to kill him. He's not too tough—getting past the gate is the hard part.
28. **Salt-Beef Bob.** If you help wet this crazed old Waste-wanderer's whistle, he'll swear that he saw some intelligent Deathclaws. He says that he drew a map that would lead to their lair, but that Doc Jubilee (#17) stole the map from him when he was treating him for heat exhaustion and exposure.
29. **The Grazing Map.** If you take the cattle-guarding job from Felix, you'll end up on this map. Soon, you'll see a couple of fearsome Deathclaws approach, but they don't attack (see #30).

30. **Deathclaws.** These two Deathclaws don't attack you or the brahmin; instead, they stop and hold a hurried conference—talking Deathclaws! You can try to follow them as they leave, and if you have a high enough Outdoorsman skill, you'll be able to track them all the way back to their home, Vault 13.

31. **Gunthar.** This helpful doorman is more than he seems.

32. **President Tandi.** The head of the NCR, President-for-life Tandi, is the most powerful person in the NCR—her office is shown later in Figure 10.6. She's the one to see if you want to know what's really going on here in town—Tandi's been around a long time. If you're here in the NCR to kill Vice President Carlson, you can steal a Presidential Pass from Gunthar (#31), allowing you easy access to Carlson from Tandi's office. Or, you can accept Tandi's offer of a job.



Tandi needs help dealing with the Raiders that have holed up inside Vault 15. Not only are the Raiders attacking the NCR's trade caravans, but the NCR desperately needs some computer parts inside the Vault. Tandi would love to have someone like you sort this problem out. You can go there and come back with the computer parts, come back with the parts and a treaty, or just come back with a treaty (which will allow for later trade for the parts). The choice, and the amount of bloodshed, is up to you, good ambassador.

33. **Feargus.** This fellow is one of Tandi's trusty staff members.
34. **Carlson's House.** Carlson can be found inside this heavily guarded building, shown in Figure 10.6. If you have a Presidential Pass from Gunthar (#31), you can walk right by the guards.
35. **Carlson's Son.** This little tyke runs out through the guarded door, and then back in again to see his father, every few minutes. If you time it just right, you can plant a ticking bomb on the lad and then send him to see his father (#36). This must be the most dastardly way to accomplish Carlson's assassination.
36. **Carlson.** He can be found hiding in this room.



The New California Republic serves as a good home base from which to explore for important pre-War areas—including, but not limited to, nearby vaults.

Vault 15

Vault 15 was ransacked even in the time of the original Vault Dweller. The intervening years have not done anything to improve the Vault, but they have brought new occupants. Some of the leftovers from a nearby Raider band, the Khans, have moved into the nearly empty caves where the Vault once stood. A small settlement of squatters has made its home at the entrance to Vault 15. The squatters forge a precarious existence there by the sufferance of the gang.

The Path of the Chosen One

Vault 15 is another source for finding the location of Vault 13. You can also unravel the reasons for the trouble between Vault 15 and the NCR here. The NCR needs some computer parts that are located within Vault 15. They'll kill the gang occupying the Vault to get them, if they have to, but they'd rather you did it.

The Lay of the Land

There are two distinct groups that live in and about Vault 15. The squatters that live just outside the entrance to the Vault manage to eke out an existence at the sufferance of the gang that lives within the Vault itself. In turn, the gang within the Vault lives there, to a certain extent, at the sufferance of the NCR. Odds are, you're here to remodel the status quo.

1. **The Squatters' Camp.** A small community of poor squatters, shown in Figure 10.7, has grown up around the entrance to Vault 15. They're being supported by the gang inside the Vault.
2. **Rebecca.** This woman has lost her daughter. It's possible that Raiders have taken her, but the woman's reluctant to speak openly about her problem since she believes that the camp is being watched. You can recover her daughter, Chrissy, for her (see #6)—it's a nice thing to do.
3. **Mayor Zeke.** The mayor is between the proverbial rock and a hard place. He doesn't much care for Darion (#16), the head of the gang inside the Vault, but his community of squatters survives only on the gang's sufferance. Zeke will talk to you about an alliance with the NCR only after you prove yourself by rescuing Rebecca's daughter, Chrissy (see #2). Zeke will tell you that you have to kill Darion if you want to cement an alliance between the squatters and the NCR.



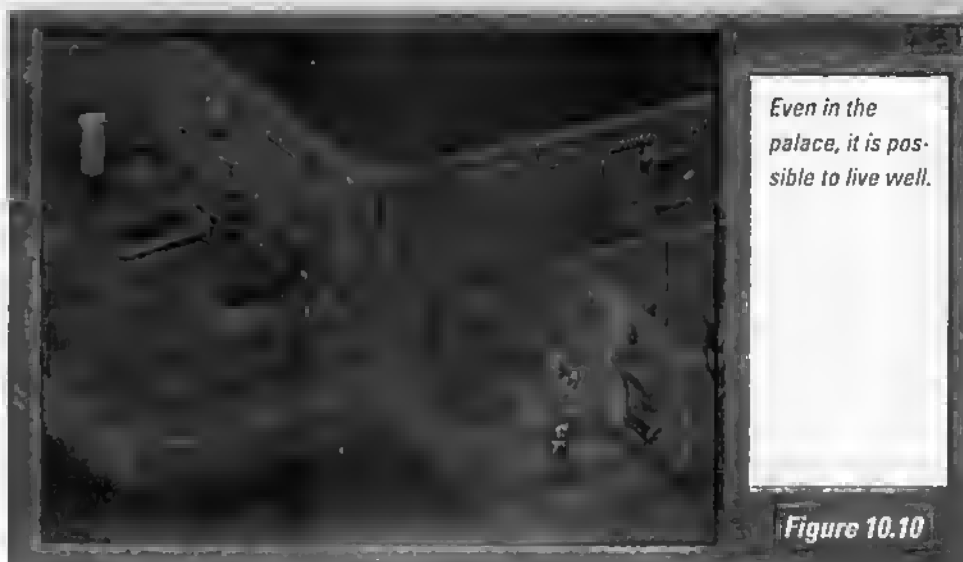
4. **Dallia.** This kind-hearted guard will let you pass without any trouble if you've spoken to Rebecca first and mention Rebecca's missing daughter.
5. **Phil the Guard.** Phil can be talked into freeing Rebecca's daughter, Chrissy (#6), if you're a Charisma Boy. Otherwise, you'll have to plug him to free the girl. Be sure to pick up Phil's cell key to free Chrissy (#6).
6. **Chrissy.** This is where Rebecca's (#2) daughter is being held, shown in Figure 10.8. So far, she's unharmed, but you don't have much time to waste if you want to keep her that way.
7. **Entrance to the Vault Cave.** You'll need a red key card to open this door to the Raider camp located in the Vault.
8. **Inside the Vault Cave.** This is the inside of the Vault Cave. If you *don't* talk to anyone, they'll assume that you belong here. After all, you did have a key, and you do look like a rogue. If you talk to any of the numerous guards in the cave, they'll start to ask awkward questions. Just try to look like you fit in.
9. **Forcefield Computer.** Use this terminal to turn forcefields within the Vault on or off, when power is restored. Turning the forcefields on will make some of your combats easier. Guards will be prevented from reinforcing each other if the forcefields are up.
10. **Doc Jones.** The good doctor here in the medical bay (see Figure 10.9) is a prisoner of the gang. From him, you can find out that this gang of Raiders is none





other than the descendants of the Khans, the Raiders who kidnapped Tandi in *Fallout 1*. Darion, the leader of the reborn Khans, is the son of Garl and would like to destroy Tandi for the havoc she, and your ancestor the Vault Dweller, visited upon his father's band of Raiders. After you learn all of that from the doc, he'll heal you if you need it, as long as you haven't hurt any of the squatters (#1).

11. **The Power Generator.** Darion would love to see this repaired. You'll need to have a high Science Skill to determine exactly what the problem is, and then you'll need to use your Repair Skill to actually fix it.
12. **Computer Parts.** One of the lockers in this room contains the computer parts that Tandi needs for the NCR.
13. **Control Center.** You can use the computer in this room to turn the area's force-fields off and on.
14. **Library Computer.** This library terminal will reveal the location of Vault 13 if you take some time to search the database.
15. **Darion's Computer.** If you look through this, you'll find that one of Tandi's seemingly loyal servants is actually a spy for Darion. Tandi would love to know whom.
16. **Darion's Room.** This opulent room (see Figure 10.10) serves as the leader of the gang's HQ and living quarters. Darion will be found right here.



*Even in the
palace, it is pos-
sible to live well.*

Figure 10.10

Next, you'll head from the human-reoccupied Vault to an abandoned Military Base populated with tormented and trapped Super-Mutants—just goes to show that not all holes in the ground are the same.

The Military Base

This long-abandoned military installation was nearly completely destroyed by the original Vault Dweller. It's a pity that he didn't finish the job. Now, the remains of the ruined base are inhabited by trapped human miners who have been hideously altered by the remnants of the F.E.V. virus that still contaminates the wreckage.

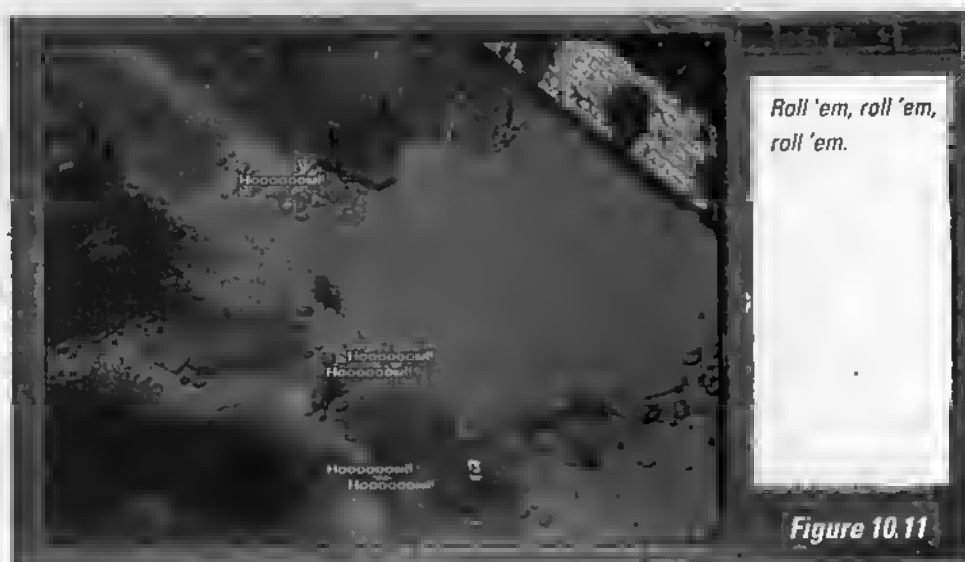
The Path of the Chosen One

You don't have to go through the Military Base to complete the game. However, there's a lot of combat here, and you can fight your way to a nice suit of Power Armor as well. So, for a Combat Boy, an expert Stealth Boy, or a Charisma Boy with a *lot* of friends, this is a good place to stop off.

The Lay of the Land

A lot of very angry Super-Mutants are trapped in the ruins of the Military Base. Be prepared for combat at every step. As you make your way down through the levels, you'll find holotapes that recount the course of the battle that sealed the Super-Mutants within the Military Base.

1. **Wolfpack.** Beware of wolves. If you see one, there are certainly more nearby. They like to hang around this deserted camp, looking for scraps.
2. **Mine Cart.** To get into the Military Base, you'll need to attach a nearby pole to this abandoned mine cart (see Figure 10.11). Then, attach some dynamite (#3) to the pole, start the timer on the dynamite, and push the cart toward the blocked entrance (#4).



3. **Supply Shed.** Look in here for some dynamite.
4. **Blocked Entrance.** Use the mine cart (#2) to clear the way.
5. **Generator.** Use your Repair Skill on this generator to get the elevator (#6) working. There's little more than rats on this level of the base, so your work shouldn't be interrupted.
6. **The Upper Elevator.** You'll need to use this to make your way to lower levels of the complex (#7).

7. **Second Floor.** This is where the upper elevator (#6) connects to the second floor of the complex. This entire level is crawling with hostile, well-armed Super-Mutants.
8. **Suit of Power Armor.** This is the prize that makes fighting your way past the Super-Mutants all worth it. In one of these lockers (see Figure 10.12) there's a functional suit of Power Armor—it's just your size too. Make your way back to the elevator (#7) to continue downward. You'll be able to pick up quite a bit of weaponry and ammunition on your trip to, and from, the elevator on this floor.



Figure 10.12

9. **Third Floor.** This is where the elevator connects to the third floor of the complex. To go deeper, head to the lower elevator (#10).
10. **The Lower Elevator.** This elevator leads down just one more level to the bottom of the complex. There are more Super-Mutants in the adjacent rooms, and they're ready to take out some of their repressed hostility on you.
11. **Bottom Floor.** This is where the elevator lets you out.
12. **Melchior the Magnificent.** Melchior is a sorcerer, of a sort. He throws rats into the pools of F.E.V. virus that fill the room, shown in Figure 10.13. The F.E.V. turns the rats into fierce monsters of all types, which, ravenously hungry after their metamorphosis, attack you on sight. Melchior has the last of the Military Base's holotapes on him, as well as a nifty Gauss Pistol. Your best bet to get Melchior is to fight his creatures in the narrow passageway before his room.



The best way to ease the pain of the miners is to destroy them, which is not an easy task, nor one that you'll earn much thanks for doing. Deep down, though, you know you did the right thing.

part
2

Vault 13

You've made it! You're finally here! Now, all you have to do is convince your ancestors, the people of the Holy 13, to give you the Garden of Eden Creation Kit that will save your Tribe. Or maybe it's not that easy.

The Path of the Chosen One

It's important to find Vault 13 so that you can find the Garden of Eden Creation Kit that will save your people. Without the GECK, your Tribe is surely doomed. You probably wouldn't mind having a word or two with the cretins that kicked the original Vault Dweller, your ancestor, out into the Wastes. But that last part will have to wait.

The Lay of the Land

Once you enter Vault 15, you'll encounter a number of well-armed combatants. You can try to sneak your way through them, if you're a Stealth Boy PC, or you can go in with guns blazing. In either case, you're going to have to fight, in order to download the location of Vault 13 from the computer.

1. **Entrance to Vault 13.** There's nothing threatening in this cave—there aren't even any rats.
2. **Gruthar.** This large Deathclaw, shown in Figure 10.14, is probably not whom you expected to see when you opened the door to the Vault. However, Gruthar and his band will not attack you unless you provoke them. You should listen to what he has to say, and keep your weapon holstered.



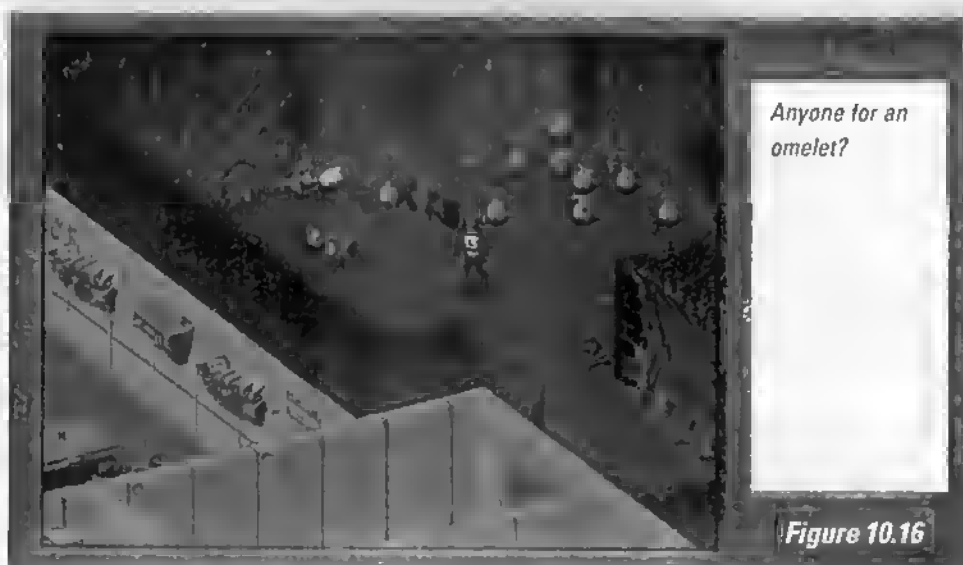
Gruthar has a problem that you can help them with. The Vault's computer (#13) has a voice-recognition chip that's broken. You could get them a working chip from Eldridge in New Reno. Without the chip, the Deathclaws can't make the computer recycle their food and water. That's why the Deathclaws have recently taken to raiding brahmin from Westin. If you can find the part for the computer, Gruthar will be very appreciative. In return, he'll tell you what happened to the original occupants of the Vault.

3. **Deathclaws.** Gruthar has a couple of friends here to protect the entrance to the rest of the Vault. They aren't as fluent with the human tongue as Gruthar is.
4. **Joseph the Herbalist.** Joseph isn't a prisoner here—this is his home. He's free to leave at any time, but has found the Vault full of Deathclaws to be one of the best, and safest, homes he's ever lived in. His healing is slower than that of a Stimpack, but if you're wounded, Joseph can heal you overnight.
5. **Matt the Tribal.** A Tribal, named Matt, is held prisoner here (see Figure 10.15) by the Deathclaws. Matt has sworn to bring people back here to kill the Deathclaws if he ever manages to get free—he was captured as he attempted to destroy all of the Deathclaws' eggs in their hatchery (#11). Rather than just killing him outright, the Deathclaws have decided to hold him here.



6. **Dave the Manic Depressive.** This one's another prisoner, but he's locked up for his own good. It wouldn't be a good idea to free him, despite what he says.
7. **The Shrine.** This is a small shrine devoted to the memory of the Vault Dweller, your ancestor, who saved the vault so long ago. The tender of the shrine is still here as well.
8. **Goris the Librarian.** Goris is a well-educated Deathclaw who maintains the library database. He'd love a chance to get out and about more often—you can ask him to join your party if you have room for him.

9. **Sandy.** Bandits attacked the caravan that this young woman was travelling with. They would certainly have killed her if the Deathclaws hadn't come to her rescue. Unfortunately, Gruthar and his pack were too late to save her daughter.
10. **Storage Locker.** The Garden of Eden Creation Kit is stored within one of the lockers here.
11. **The Hatchery.** This recently excavated area, shown in Figure 10.16, is home to the Deathclaw pack's egg hatchery. The mother, scarred from Matt's (#5) earlier attack, is still guarding her young.



12. **Jimmy.** This person will tell you more information about the broken computer (#13).
13. **The Main Computer.** You'll need to find and install the computer voice-recognition chip to fix the computer for the new dwellers in the Vault.

Entering the fabled home of the Vault Dweller has provided more questions than answers. However, with the Garden of Eden Creation Kit firmly in hand, you can provide your Tribe with the means of their salvation.

The seeds of technology are neutral—they can be used both for good and for ill. In the places you've just visited, you've found a mixture of both. Man, not the technology itself, is the deciding factor.

To the Great Salt and Beyond

Some say that our people came from the sea and that the sea kept us safe when the great fires roamed the winds. I don't know how much truth there is in this, but I do know that the Great Salt is a strong lure to humankind. The ocean seems to reach out with watery tendrils to draw creatures to its bosom. Too many travel the sands along the edge of the large water.

The Vault Dweller was the one who selected the location of our village, behind a large, dry valley. The surrounding lands are barren and of little interest to the casual traveler. Often, the best way to remain safe is to be in a place that excites little interest in the eyes of others.

—Excerpt from the Book of the Elders' 83rd Season

Chapter 11





ou now have the Garden of Eden Creation Kit, but to what end? Returning to your desolate village has not given you a happy and fruitful end to your quest—only a desperate riddle to solve. Where is this Navarro that the dying Hakunin has told you of? How can you possibly follow the flying creatures across the Great Salt to find your people? These are difficult questions—with harder answers—but then you *are* the Chosen One.



Navarro

Hakunin's dying breath leads you to this isolated way station. Once there, you'll be lied to in an attempt to lead you from your vital mission. Ironically, the best way to accomplish your mission is to turn the same weapon—deceit—against your foes.

The Path of the Chosen One

Navarro is a military base—it's filled with troops all working for some outfit they call the Enclave, who're very heavily armed and armored troops. Oh, did I mention the twin plasma-firing turrets that cover the grounds of the base?

The best way to make your way through Navarro is to pretend to be a new recruit, let yourself get chewed out by the Drill Sergeant, and squeeze into uniform—your very own spanking new set of Power Armor. Of course, you won't pull off the new-recruit act very convincingly if any of your party members dutifully try to follow you through the front gate. You'll have to go this one alone.

Once inside, you'll need to get the fob—a special key that's the sole method of gaining access to the ship in San Francisco that will take you across the ocean to free your Tribe. If you're somewhat clever, you'll be able to find a handy robotic companion to accompany you on your travels. You can follow multiple paths and combinations of paths to make your way through Navarro. However, combat is the last resort here—this place is dangerous. You should get the fob, then get out.



The Lay of the Land

In Navarro you need to accomplish one thing and you will really want to accomplish the other. The thing that you must do is to grab the Key Fob for the ship in San Francisco Bay. With that Fob you'll be able to access the ship's navigation systems, which, in turn, will allow you to cruise out to the Enclave to rescue your tribe. That key fob is, therefore, a must have item. However, if you play your cards right, you can also get a nice, shiny new, suit of Mark II Powered Armor—given to you! Without having to kill anyone, for a change.

Both tasks can be accomplished without firing a shot. If you try to blast your way through the Navarro, the Enclave's primary military base on the mainland, you're likely to get your butt handed to you on a platter.

1. **Chris.** This old fellow, shown in Figure 11.1, seems personable enough, but his mission is to distract you. If you've come from Arroyo, Chris will try to tell you that the Navarro you're looking for is an old military base, southeast of San Francisco. If you've been there, or if you've been to visit the Hubologists or Shitowners in San Francisco, you can call his bluff. If you're a Charisma Boy character, use your Speech Skill to convince Chris that you're a replacement trooper for the base—if you do this, he'll give you the password you'll need to get past the front gate (#5).

In any case, if you do piss Chris off, make sure that he doesn't get a chance to use his radio to call for help. You'll have to silence him, permanently.



2. **Secret Trap Door.** This is a secret way into the Navarro base. It leads to a maintenance tunnel on a lower level of the base (#20).
3. **Air Vent.** This is another secret entrance to the Navarro base. However, once you make your way through the concealed vent, you'll be greeted by a locked door on the bottom level (#19).
4. **Walk This Way.** Make your way through the woods to this part of the map if you want to walk in through the front gate. If you do pick this option, make sure that you've left any travelling companions waiting out of the sight of the gate guards.
5. **Main Gate Guards.** The guards here (see Figure 11.2) will let you in if you use the password that you learned from Chris (#1). If you don't have the password, but you're alone, they'll chastise you and then let you in with instructions to report to the Drill Sergeant (#6).



Figure 11.2

6. **Drill Sergeant Dornan.** If you've made it through the front gate by posing as a new recruit, the Drill Sergeant takes one look at your sorry self and then orders you to get suited up in uniform. He gives you instructions to go to the armory and get a new set of Power Armor to replace the suit that you've obviously "lost." Then, he wants you to report back to him for further orders. Unless you want to fight your way out of here, you better do just what he says.

When you come back all suited up, he takes you over to your guard post (#9). You have to stand guard here for six hours. The Sarge will come around to check up on you every two hours, so don't wander too far. The Sergeant will come over and relieve you when your six-hour shift is over. At that point, you're free to explore the entire base, just as though you belong there.

7. **Technicians.** The techs in this room are good to talk to. If you do talk to them, you'll be able to tell other people around the base that the techs sent you to get stuff for them. This will make it easier to snag a couple of valuable goodies (namely, the

Verti-Bird plans and the K-9 parts).

8. **Cookie the Cook.** The blind cook for the Navarro base is a treasure trove of rumors. Cookie can tell you where the Enclave is,



To make time pass more quickly, just access your Pip-Boy, set the alarm, and rest for six hours. The Sarge won't mind if you take a little snooze. Besides, inside your Power Armor, no one can tell that your eyes are closed. Just make sure you power up the auto-gyro and lock the suit's knees in position before you catch any Zs.

Tip

and he can tell you that you need a special electronic key, called a fob, to get to the controls of the ship in the San Francisco harbor. If you ask Cookie about the personal lives of the grunts, he'll give you some valuable information that you can later use to gain access to the computer.

9. **Your Guard Post.** Once Sergeant Dornan places you here to stand guard, you better do so, for all six hours.
10. **Quincy, Head of Maintenance.** You can get a copy of the plans to the Verti-Bird, that large helicopter-type thing on the landing pad (see Figure 11.3) if you've talked to the techs (#7) first. Quincy will give you a copy of the plans, while assuming that Raul, the Verti-Bird mechanic (#11), asked you to get the plans. This will upset Quincy, since he and Raul (#11) hate one another—and this is the third time this week that Raul has pestered Quincy for those damn plans.



You can use this enmity to your advantage by going to see Raul and telling him a few of Quincy's choicer opinions of Raul's competency, manners, and ancestry.

11. **Raul the Verti-Bird Mechanic.** After talking to Quincy, you should talk to Raul and express exactly what Quincy thinks of him. Raul will then run over to duke it out with Quincy. Two opportunities present themselves to you at that time. The first thing you should do is ransack the locker with the K-9 parts (#12), here in the hangar. Then you can run over to the maintenance building (#10) and loot that in the couple of minutes it takes for Quincy and Raul to beat each other into exhaustion.
12. **K-9 Parts.** The parts that you'll need to rebuild your very own robotic canine companion (see #17) are inside this locker. You'll need Raul (#11) to unlock the locker for you, though.
13. **Hall Guard.** This guard won't try to stop you from going anywhere unless the base is on alert, or you've brought companions into the base with you.
14. **Armory.** Go here to be issued a new set of Power Armor.
15. **C.D.'s Door Guard.** The guard on duty at this door is under orders to not let anyone disturb the commanding officer (C.O.). However, you can still make your way past her. If your character is very stupid, the guard assumes that you're here to clean the office and lets you in. If you're very smart, you can tell the guard that you're here to take the fob into the main base to safeguard the fob

against insurgents. To get in, most PCs, besides shooting their way in, should listen when the guard says that the only personnel allowed into the C.O.'s office (see Figure 11.4) are the cleaning crew, who are due in about an hour. All you have to do then is duck around the corner, wait an hour, and then come back—tell the guard that you're here to clean the office.



Figure 11.4

16. **The C.O.'s Office.** If you got into the C.O.'s office to safeguard the fob, the commander walks over to the filing cabinet to get it out, and then hands it to you. Otherwise you have to get the fob out of the filing cabinet yourself. The C.O. will be watching you like a hawk the entire time that you're in the office.
17. **Doc Schreber's Office.** This doctor took the hypocritic oath. He has little interest in helping creatures; instead he spends the majority of his time devising new and more painful tests for them. Even robots don't like the doctor.

The doctor is preparing a report, based upon his research on Xorn (#18), which recommends that the Enclave exterminate all intelligent Deathclaws. Shortly thereafter, the doctor will tell you that his rooms are very soundproof to prevent the noises his subjects make from disturbing the rest of the base. This means that when you shoot the doctor, no one will hear it.

Sitting in one corner of the room is a K-9 Robotic Canine Companion. It hates Schreber, so the doc disabled it. When you kill the doc—and you really should—the K-9 unit is free to adopt a new master—like you! You'll need to

install the part that you found in the locker upstairs (#12) to get the K-9 into working order.

18. **Xorn the Deathclaw.** Xorn is an intelligent Deathclaw. He was created at the same time that the Deathclaws who now inhabit Vault 13 were created. Doc Schreiber (#17) is performing very unpleasant experiments on him. If you triggered the base alert when you opened the door to see Xorn, the Deathclaw will offer to help you fight your way out of the base. Otherwise, if you want to free the tormented creature, you'll have to get the key from Doctor Schreiber's office. As soon as you use the key to unlock the door, Xorn will get the heck out of there.
19. **Entrance from the Surface.** This leads to a secret entrance above ground (#3).
20. **Other Entrance from the Surface.** This leads to the surface (see #2).
21. **The Mainframe.** You can retrieve interesting information from this computer. To do so, either you'll need a very high Science Skill or you'll need to have first talked to Cookie (#8)—the information he gives you will help you guess the computer's password.

You've made your way through a base full of Enclave troops. That's great—pat yourself on the back. Heck, give yourself two pats if you did it by toasting all of them to a cinder. However, none of this will be worth a warm bucket of spit if you don't get the ship in San Francisco in running order. There couldn't be a better time to earn your sea legs.

San Francisco

You're here to find a ship that you can use to travel to the distant Enclave. That's the only way you'll ever be able to rescue your Tribe. You'll leave more than your heart here if you're not careful. San Francisco was hit hard by nukes, but it didn't kill the city. Instead it just mutated it into something a bit weirder. You'll have to make your way past an oddly revived Chinatown, post-nuke punks, and a bizarre group of cultists called Hubologists. Hmm, maybe San Francisco hasn't changed all that much.

The Path of the Chosen One

There are three things that you'll need to provide, in order to get the ship out to the Enclave. First, you need to get the Poseidon Oil ship's fob from the C.O.'s Office in Navarro, that will

allow you access to the Nav-Computer, which you'll need to fix with parts that you've recovered from Vault 13. Once you get that accomplished you'll be ready to sail, except for one more vital element—fuel.

The Shi-towners have the fuel that you'll need to get the ship moving. In order to get the fuel out of their clutches and into your tanker you'll need to gain access to the Emperor. You can gain an audience with the Emperor, by agreeing to do the Shi a favor, or two. Talk to Ken Lee, the spokesperson for the Emperor of the Shi, Ken will request that you decapitate one of the other major power groups in San Francisco, the Hubologists, by killing their leader, AHS-9. You'll also need to hand over the Verti-Bird plans, that you've stolen from Navarro. Once you've done that, you are allowed to speak to the Emperor. The Emperor, is the only one of the Shi that can transfer the Shi's reserve of fuel into your ship. There are several ways to gain access to the Emperor, and not all of them to the Shi's benefit, this is just one of the possible successful methods.

The Hubologist cultists in San Francisco are stockpiling fuel. They're planning to use this fuel to launch a home-built shuttle full of them into orbit. You need this same fuel to power the ship if you're ever going to make it out to sea to save your Tribe from the machinations of the Enclave.

The easiest way to accomplish your mission is to first get the fob (from Navarro) and Nav-Com parts (from Vault 13). Then go talk to Dave Handy here in San Francisco. When Dave expresses an interest in a certain Hubologist gal by the name of Vikki Goldman, go talk to her and ask her what she thinks about our earnest Romeo. Then return to Dave with the good news. He'll be so happy that you talked to Vikki on his behalf that he'll help you get the fuel you need. Now you're ready to go to the Enclave and kick some Power-Armor butt—for the sake of your Tribe, of course.

That's the most direct way to get through San Francisco, but it sure isn't the most profitable way to enjoy the city of rolling hills, cable cars, bright orange suspension bridges, and vermicelli entremets. To get the most out of the place, you need to interact with more folks, explore, and let your hair down a little. Tune in, turn on, and drop out—that sort of thing.

The Lay of the Land

Your primary goal here is to get the last floating ship in the harbor into something that will pass for working order. In order to ready the ship for sea you first need to find out just what's necessary to make the hulk seaworthy again. By visiting the Captain, head of the tanker-punks, you can gain access to the computer in ship's control room, where he makes his home. A quick look through the computer tells you that you'll need three things to get the vessel ship-shape, in Bristol fashion. Then all you need to do are to get those three things.

That's the most direct way to get through San Francisco, but, it sure isn't the most profitable way to enjoy the city of rolling hills, cable cars, bright orange suspension bridges, and vermicelli entremets. In order to get the most out of the place you need to interact with more folks, to explore, to let your hair down a little. Tune in, turn on, and drop out—that sort of thing.

1. **The Arena.** When you first enter San Francisco, you'll see two men fighting in this arena, Lo Pan (#2) and the Dragon (#3). This part of San Francisco is divided between the two combatants. So far, neither has been able to gain the upper hand.

Either Lo Pan or the Dragon must defeat their arch rival in honorable combat to control the hearts and minds of the Chinese section of San Francisco, known as Shi-town. While it's true that one could assassinate the other, the residents of Shi-town would not recognize such a dishonorable victor. The members of each gang, as well as Shi-town's citizens, will respect and follow only a master who has defeated his foe in honorable combat—that means a fight in the arena (see Figure 11.5), without either help or weapons.



Figure 11.5

In many ways, Lo Pan and the Dragon are more similar than they are different. Lo Pan's interests are primarily self-serving, but he's smart enough to contribute enough to the surrounding community to keep himself popular and respected. The Dragon is more selfless, but some believe his scruples might prevent him from doing all that is necessary for his people if a difficult decision

has to be made. They're similar opposites—physical embodiments of both the Yin and the Yang.

When you talk to either Lo Pan or the Dragon, you have the option of fighting either the master or his minions. If you wish to fight as a champion for either one of them, against the other, you must first defeat five of the master's top henchmen, one at a time, in nonlethal combat—to prove that you are, indeed, a worthy champion. Or, you may choose to fight the master himself in an attempt to supplant him—this contest is, of course, a fight to the death.

2. **Lo Pan.** Ruthless and decisive are the two adjectives that most readily describe Lo Pan. He can help you, but there will always be a cost. Proper respect for Lo Pan should always be shown, as he is a clever and resourceful foe if angered.
3. **The Dragon.** Slower to anger and more forgiving in temperament, the Dragon represents the positive counterpoint to Lo Pan's negative energy. The Dragon is also a skillful and resourceful foe when angered.
4. **Lao Chou.** This fellow is a general merchant and wonderful source of rumors and information.
5. **The Brotherhood of Steel (BOS) Base.** This semihidden base, shown in Figure 11.6, is larger than the others you may have seen. You may have been told to go to this base when you entered San Francisco. The Brotherhood, as it turns out, shares foes with you. They'd like to help you defeat the Enclave and if you give



them the Verti-Bird plans from Navarro, the Brothers will help you out by giving you a nifty weapon. You can also program the base's main computer to perform several

Stat-improving operations. However, the computer didn't come equipped with the information it needs to complete those operations unless you find the correct information chips (one for each operation). Use

any chips that you find on the computer; then you'll be able to have each type of operation immediately, or in the future.



Shi-town is the name of the town that was originally populated by the crew of a Chinese nuclear submarine that ran aground in San Francisco Bay, shortly after the War started. The submarine was named after the Emperor Shihuangti, and the survivors named their new town after their old ship. Eventually, Shihuangti was shortened to just Shi—hence Shi-town.

Note

The Brotherhood is keenly interested in getting a set of Verti-Bird plans, just like the ones you can find in Navarro.

6. **Dr. Fung.** The doctor will be able to patch you up if you're injured. Fung's medical training and skills are a real asset to the community.
7. **The Gun Merchant.** This shopkeeper specializes in the instruments of death. You should visit here at least once before you leave the City by the Bay.
8. **Entrance to the Palace.** Through these arches, you'll find the palace of the Emperor of Shi-town.
9. **The Elevator.** This elevator leads down from the upper level of the Brotherhood of Steel base (#5).
10. **The Main Computer.** This computer contains some information, but its primary benefit is through its medical programming. When equipped with the proper medical database chips, the computer can perform operations that increase your Stats. Finding these chips can be an extremely difficult task, though.
11. **Ken Lee.** The Emperor speaks through only one representative, shown in Figure 11.7—Ken Lee. The Emperor of Shi-town is more than just a figurehead;

though he's remote—only Ken Lee has access to him—his advice has been unusually sound. This incredibly reliable guidance has allowed the Shi to prosper within the wreckage of San Francisco, even in times of hardship for their neighbors. The Emperor (his throne room is shown in Figure 11.7) and Ken Lee as his spokesperson have earned the trust and respect of the Shi.



Ken Lee tells you about two tasks that he would like to have performed. The first is to recover the plans for the Enclave's flying machine, the Verti-Bird, from their base at Navarro. If you accomplish that difficult task, Ken, on behalf of the Emperor, asks you to kill the Hubologist Ahs-9.

The Hubologists are the next largest power group within San Francisco, and the Shi-towners see their presence in this area of limited resources as a survival threat. The Emperor, explains Ken, would appreciate your assistance with this matter.

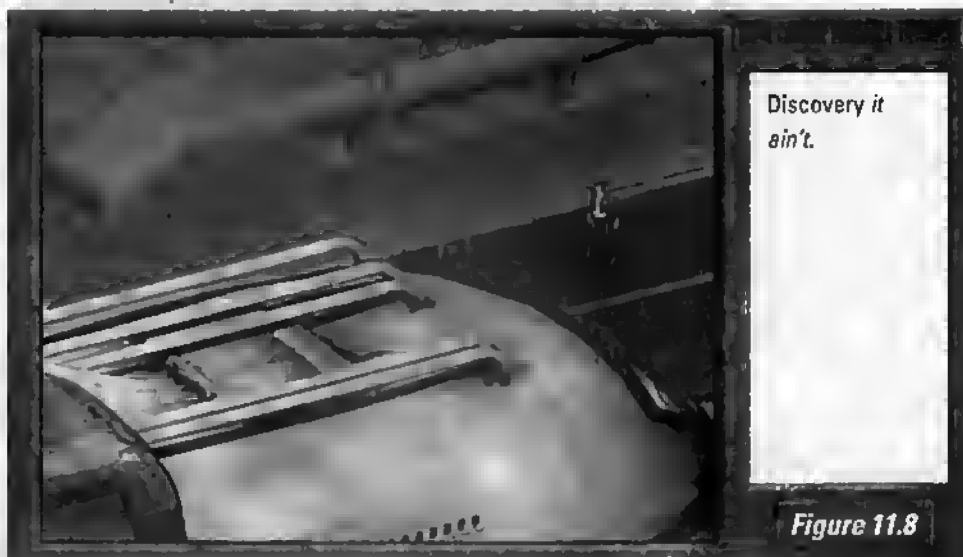
12. **Dr. Wong.** If you do recover the Verti-Bird plans from Navarro, give them to Dr. Wong. He'll enter them into Shi-town's computer database for safe storage.
13. **Dr. Jing.** This competent but high-strung doctor is a research chemist. Currently he's experimenting with high-strength polymers. If you provide Dr.

Jing with a suit of specially hardened Power Armor, he can shunt enough fuel into the ship to allow you to travel to the Enclave and back.

14. **The Emperor.** More than merely human, the Emperor is a super computer. This explains the unerring accuracy of the Emperor's predictions; it also explains why the Emperor does all of his direct communication through Ken Lee (#11).

Ken Lee can give you access to the Emperor, or you can attempt to hack your way into the computer's systems. One of the computers in the compound has the password you'll need on it. Search all of them to find it. If you've sold the Verti-Bird plans to the Shi, you can make the computer print out a copy of the plans. You could sell the copy of the Verti-Bird plans to another party. The Emperor can also shunt a full supply of fuel onto the ship so that it can take you to the Enclave. Make sure that you wait until *after* you get all the useful information out of the Emperor before you reformat the computer—doing so will end the computer's usefulness.

15. **The Shuttle.** A quasi-religious cult of fanatics is busy building a shuttle (see Figure 11.8) to take them to the stars. This vehicle is the result of years of intensive effort—it lacks only a few vital parts before its historic—hysterical?—journey into space.



16. **Harry Rocket.** This guy will ask you for fuel for his pet project, the spaceship.
17. **Dave Handy.** Dave is infatuated with Vikki Goldman (#19). Dave will help you out if you talk to Vikki on his behalf and then return to anxious Dave to tell him her reaction. In return for plighting his troth, Dave will fuel the ship for you.
18. **AHS-7.** This person has reached level seven in the chain of enlightenment. He's the second in command of the Hubologist group and has a couple of jobs for you. The first job is to kill a punk named Badger. Badger (#29) is a hacker who lives in a community of punks aboard the ship. If you complete this job, AHS-7 will offer you another job. The second task is to kill either the Emperor (#14) or Ken Lee (#11), to silence the Emperor.
19. **Celebrity Spokespeople.** Juan Cruz and Vikki Goldman are two famous entertainers who have adopted the tenets of Hubology—they're greeting the faithful in Figure 11.9. If Hubology works for them, it'll work for you, too—or so they insist. Charismatic Juan and Vikki will tell all you've ever wanted to know, and more—much more—about Hubology.



Dave Handy (#17) has a crush on the beautiful Ms. Vikki Goldman, and is eager to hear what (or if) she thinks of him.

20. **AHS-9.** This exalted one is the highest ranking Hubologist in the community. He is the spiritual, as well as temporal, head of the Hubology sect here. Many

here respect his wisdom, while others scattered around the city would like to see him dead. In return, AHS-9 has decided to adopt a similar approach to diplomacy. AHS-9 would like you to kill the Emperor (#14), or Ken Lee (#11), but you'll still have to talk to AHS-7 (#18) to get the details about the job.

21. **The Hubologist Mainframe.** This computer holds a copy of the Verti-Bird plans, which you can download if you've previously sold the plans to the Hubologists. The computer also stores an array of other data, all of varying usefulness and interest.
22. **Crocket.** This person will perform a special hardening process on up to two sets of Power Armor—for a price. The hardening process greatly enhances the protective qualities of the armor. You may be able to get Crocket to do what you want without paying—if you're "persuasive" enough—but you'll still need to provide the Power Armor for him to harden.
23. **The Dock.** This gangway leads into the ship that you need to get into running order if you ever want to reach the Enclave to save your people.
24. **Spleenless Chip.** Poor Chip (see Figure 11.10) is missing his spleen. He made a rather unfortunate bet while gambling late one night. The lesson here is that you shouldn't drink and play cards—people can get hurt.



Chip would really like you to recover his missing spleen for him. He just doesn't feel right without it. Unfortunately, Chip's spleen has really been getting

around since its removal from his body cavity. To help Chip, you'll have to play detective and track the missing organ.

The spleen was sold to the merchant Lao Chou (#4). In turn, Lao Chou sold the spleen to Dr. Wong (#12). Go to Dr. Wong, be nice to him, and then tell him that he bought a *human* spleen. Dr. Wong didn't know the spleen was from a human. He'll remorsefully tell you that Chip can pick up his spleen. That's great, but it still leaves Chip and his spleen separated. If you talk to Dr. Fung (#6), he'll reinstall Chip's spleen for \$1000. Chip can't afford the operation—if you can, you'll earn Chip and the captain's (#34) gratitude.

25. **General Store.** You can buy assorted supplies here at fairly reasonable prices.
26. **The Nav-Com.** The ship's navigational computer (Nav-Com) is used to automatically run and pilot the ship to pre-set locations with only a minimal crew aboard. The computer needs some specialized parts to return it to operation after its long period of inactivity. To gain entry to this room, climb down the hole in the floor (#27) and make your way over to the Nav-Com door (#33). You can't get to the Nav-Com directly from this deck.
27. **Hole in the Floor.** This hole leads to the dangerous cargo hold, where Suze's (#32) trapped.
28. **Gun Merchant.** This merchant sells, oddly enough, guns and other assorted weaponry.
29. **Badger.** This punk is particularly adept at data manipulation—he's a hacker. If you save his girlfriend, Suze (see #32), he'll help you hack into one of the mainframes in town. By doing this, he can shunt the fuel to the ship as well as retrieve a copy of the Verti-Bird plans, if you've previously sold them to the group that runs the computer that he's hacking into.
30. **Marc.** This bar hound is a good source of information and rumor—all for the reasonable price of a few drinks.
31. **Stairs Up to the Control Room.** These stairs lead up to the captain of the ship and the control room (#34 and 35, respectively).
32. **Suze.** Here's where the Badger's (#29) girlfriend, Suze, is hiding from the critters. There are quite a few Centaurs, Floaters, and Wanamingos living down in the darkness. Make sure you're healed up, locked, and loaded before mucking around in this part of the ship. Your best bet here, is to fight from either the stairs of the ladder (#27) leading into the cargo hold. When the pressure is

really on and you're surrounded by critters, you can head back out and return via the other entrance, out-flanking the beast.

33. **Nav-Com Door.** You'll need the fob from Navarro to get past this and climb the ladder up to the ship's Nav-Com (#26) on the level above.
34. **Captain A. Ron Meyers.** The captain is the nominal leader of the punks that occupy the lower decks. The captain can be an excellent source of information; he gives you useful information on how to sail the tanker. However, he won't tell you anything unless you've already helped out either Chip (#24) or Badger (#29).
35. **The Ship's Computer.** This terminal allows you access to the information about all of the ship's vital systems. It will tell you the current operational status of the ship. To direct this ship to the Enclave, the ship needs to be fueled and the Nav-Com (#26) needs to be operational.

Bon voyage! The final battle approaches—are your weapons sharp, guns primed, and loins girded? Well then, hoist anchor and get to work.

The Enclave

You're here to free your Tribe and exact some delicious revenge on the cretins that have kidnapped them. This isn't the time for extreme subtlety—you're here to chew gum and kick some ass, and you're all out of chewing gum.

The Path of the Chosen One

Your mission here is to make your way down to the detention level. There, you'll find the remaining members of your Tribe. You'll also find the citizens from Vault 13. Both are being held behind impenetrable forcefields. The only way to set them free is to shut down the Enclave's power supply.

To shut down the power supply, you'll need to make your way down to the very bottom level of the Enclave and either destroy or turn off the main computer. Once the computer is shut down, the Enclave's reactor will run uncontrolled, ready to melt down at a moment's notice. Your Tribe and the captives from Vault 13 will be free to make a run for your ship. As

soon as you shut down the power, however, several water-tight doors automatically lock into place, preventing you from exiting the same way that you entered.

You'll have to find a new way out. A path that, unfortunately, leads directly through the guard barracks. Just before the last door between you and your ship, there stands a greater menace than you've ever faced. But then, you were kind of waiting for the other shoe to drop, weren't you?

The Lay of the Land

The Enclave is the very heart of your enemy's territory. You'll be tempted to use your weapons many times before you are able to free your people. Thinking before blasting are more important here than in any other single location. The odds are against you and the stakes are at their highest. The fate of your tribe, and many others, depends upon your success. Too much is riding upon your shoulders here to shoot from the hip—look first, understand second, and destroy last.

1. **Dock Entrance.** You'll enter the Enclave from your ship here. If you want to get inside without making a lot of noise and spilling a lot of blood all over the place, go inside alone and in Power Armor. You'll look just like the guards, and everyone in the Enclave will assume that you belong there.
2. **Doorway to the Dock.** Making your way through this door on your way back won't be nearly as easy as getting inside. The trick is to get out alive.
3. **Secret Service Agent Horrigan.** It's always nice to save the best for last. Although you won't meet Agent Horrigan (see Figure 11.11) on the way in, you can bet that you'll meet him on the way out. There isn't a lot to say about this guy—he's big, he's mean, and he wants to stamp you out of existence. You'll have to fight your way past him to escape the Enclave.
4. **Turret Control Terminal.** This terminal is similar to others that you'll find throughout the Enclave. The single difference is that you can use the Presidential pass key with this terminal to turn the turrets in this room against Horrigan (#3).
5. **Path to the Turret Control Terminal.** If you are going to make a play for the turret control terminal (#4), you'll have to sneak your way over to it by sneaking behind the scant cover in this part of the room.
6. **Security Door.** This door separates the main entry hall from the guard room.



7. **Sgt. Granite.** This sergeant and his squad are part of the E.C. Company. They don't have any great love for the freak that Horrigan (#3) has become. They also have a stronger than average desire to save their own skins, and can be convinced to fight Horrigan along with you.
8. **To the Entry Hall.** This corridor leads to the way out, back to your ship.
9. **Guard Barracks.** The guard force of the Enclave is housed in this area (see Figure 11.12). Rookies wear Mk. I Power Armor, but the more experienced troopers have been upgraded to new Mk. II Power Armor. No matter what kind of armor the troopers are wearing, one thing's for certain—there are a heck of a lot of guards here.
10. **Guard Armory.** All those guards need a place to store their weaponry and stockpile munitions. You can take advantage of the abundance here if you're running short on supplies yourself. If you need explosives to take out the Enclave's computer, you'll find them in one of the lockers here.
11. **Security Door.** The stairs behind this door lead down to the Research and Presidential Level (#22). You can't access these stairs until the Enclave's power is shut down.
12. **Detention Level Stairs.** These stairs lead up to the entry hall. Once the power is shut off, this door will be sealed shut.



13. **Martin Frobisher.** Martin is the spokesman for the former residents of Vault 13. He's the person to talk to if you're curious about how the Vault Dwellers came to be locked up here (see Figure 11.13).

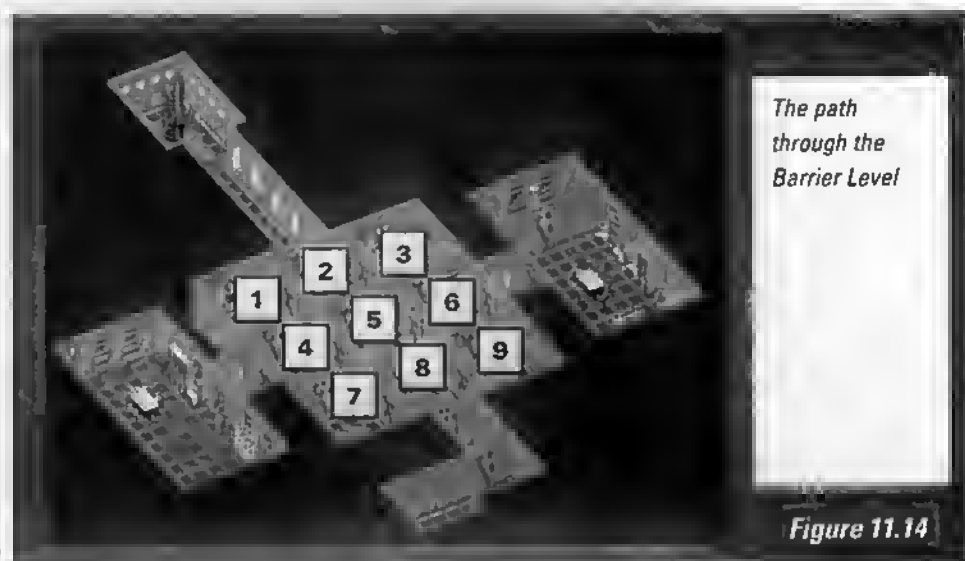


14. **The Elder.** The Elder is glad to see you. If you're not certain what you should be doing here, she'll tell you. You won't be able to free your Tribe or the people

from Vault 13 until you shut off the Enclave's main power supply—and that entails making your way to the Reactor Level (#27, 28; and 29).

15. **Security Door.** This door leads down to the Barrier Level (#16).
16. **Stairs Up.** These stairs lead up to the Detention Level (#15).
17. **Security Barrier Maze.** This set of trapped rooms is intended to buy time for the Enclave security troops. In the time it takes for escapees from the Detention Level to make their way through the barrier, troopers on lower levels should have been able to mount an effective defense.

You can make your way through the maze in several ways, but the quickest and least painful way to negotiate the barrier is to use the computer terminal in each room in the following order (illustrated in Figure 11.14).



1. Enter and use terminal in room #2.
2. Make your way to room #3 and use terminal.
3. Make your way to room #1 and use terminal.
4. Make your way to room #4 and use terminal.
5. Make your way to room #5 and use terminal.
6. Make your way to room #3 and use terminal.

7. Make your way to room #7 and use terminal.
8. Make your way to room #8 and use terminal.
9. Make your way to room #9 and use terminal.
10. Make your way to the exit.

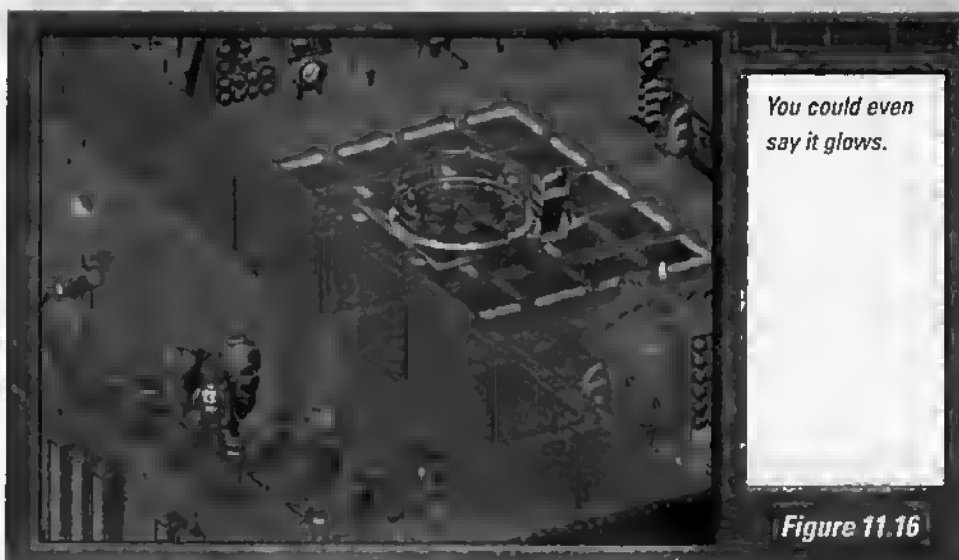
Another technique is to make your way to room #9 (in Figure 11.14) and then use the tool to cut the cable that sticks out of the north wall. Cutting the cable shuts off the electrical current to the floor in this area.

18. **Guard Room.** This room is filled with unhappy guards. Why are they so unhappy? Because you just disturbed their coffee break. Now, they're going to show you just how upset that makes them.
19. **Guard Room and Survival Gear Room.** There are more guards here, but this room has an additional prize—a GECK! Make your way to the Survival Gear room and look around for your very own Garden of Eden Creation Kit—you can't leave this level unless you have at least one of these in your inventory.
20. **Stairs Down.** These stairs lead down to the Research and Presidential Level (#22).
21. **Lt. Col. Charles Curling.** He's the head of the United States Chemical Corps. This is the zealot in charge of the Project—the planned extermination of all mutants with a worldwide release of the F.E.V. toxin. If you're a Charisma Boy PC, you may be able to convince the good doctor to be more reasonable. After all, killing millions of mutants isn't mere meager maliciousness.
22. **Stairs Leading Up.** These stairs lead up to the guard barracks (#11). You can't access these stairs until the Enclave's power is shut down.
23. **Stairs Leading Down.** These stairs lead down to the Reactor Level (#26).
24. **Vice President Bird.** The VP isn't quite the man he used to be. Being used for F.E.V. toxin antidote testing hasn't killed V.P. Bird, but it has killed an enormous number of brain cells. Some unkind Enclave citizens say that Daniel Bird didn't have that many extra brain cells to spare, even before volunteering for antidote testing.
25. **President Richardson.** Here's the president of the United States (see Figure 11.15). This is the man with all of the explanations—well, most of the explanations. You can talk to him, but what you really need to get from him is the



Presidential pass key that you can use to turn off some of the Enclave's defensive systems. He's got a lot to say—you just better not give him too much time to say it.

26. **Stairs Leading Up.** These stairs lead up to the Research and Presidential Level (#23).
27. **Tom Murray, Head of the AEC.** He's the head of the Atomic Energy Commission. If you're persuasive enough, you can convince Mr. Murray to shut down the Enclave's mainframe computer (#29). Shutting down the computer will cause the atomic power plant (#28) to melt down within a short period of time—causing the destruction of everyone onboard the Enclave.
28. **Atomic Power Plant.** The power plant, shown in Figure 11.16, is run by the Enclave's mainframe computer. Shutting down the computer, or blowing it up using explosives, will cause the destruction of the Enclave a short time later. You can't directly access the Enclave's power plant—it's completely automated. However, that isolation is the plant's greatest weakness. The only way to affect the atomic power plant is to destroy the Enclave's mainframe computer (#29).
29. **Enclave Mainframe Computer.** This computer controls the atomic power plant (see #28). To destroy the Enclave, you must either shut down or destroy this computer...and then run for your life.



You've destroyed the Enclave and saved not only your people, but the people of Vault 13 as well. With the help of the Garden of Eden Creation Kit that you retrieved, the two groups form a close-knit and quickly growing community. The new village, now almost a city, is born from the ashes of Arroyo's destruction. This phoenix shows every sign of growing into a cosmopolitan center of learning and tolerance—a new light of hope in the Wastes. Your actions, and those of your people, show the indomitability of the human spirit as well as tremendous courage and fortitude in the face of seemingly limitless opposition. In only a short time, the legends of your courage in saving your people grow to a stature equal to, or perhaps even eclipsing, that of the Vault Dweller—for you are the Chosen One.

Not only have you saved your people, you were able to see how the various communities that you touched in your sojourn fared after you left them. You've left a rich legacy and a hopeful seed of promise to your people. But hey, that doesn't mean that the killing has to stop. You have the option of continuing on, to keep playing the game. You should be well equipped by now to take anything that the Wastes can dish out, and then serve out hearty seconds yourself.

Although we didn't specifically bend our efforts toward making the game playable forever, you do have an excellent chance to explore areas of the world that you might have rushed through, or missed entirely, earlier in the game. Some of the people in the world may have unusual reactions, but then you can't expect everyone to know that you're the one who's kept them alive. Word of this sort of thing can travel quite slowly to some of the more remote parts of the world. No matter—your new Tribe knows what you've done for them,

done for everyone. In your heart of hearts, the spirit of adventure still sings strongly—maybe it's not time to hang up the Power Armor, not just yet anyway.

In Appendix A, you'll find pictures of all of the areas in the game, along with a numbered key that describes the important locations within each area. You've probably already been referring to these as you made your way through the different areas.

In Appendix B, I've described the process of making *Fallout 2*. I've explained how, and what, things happened to bring *Fallout 2* from the idea stage to being a playable and enjoyable game. As part of that process of metamorphosis, I've described who on the *Fallout 2* team did what, as well as how they did it—though sometimes the *why* is still a bit elusive.



A World of Fallout

Most of our village's hunters wend their way through the trackless Wastes by following the wind, sun, and stars. Others swear that they can find their way by watching the movements of animals and insects. But there are a few—all too few—who increase our Tribe's understanding of the world for future generations. The maps that our hunters and traders have created are just as much a part of our Tribe's wealth as the hides of the prized Golden Geckos upon which the maps are painstakingly drawn.

—Excerpt from the Book of the Elders' 272nd Season

Appendix A



T

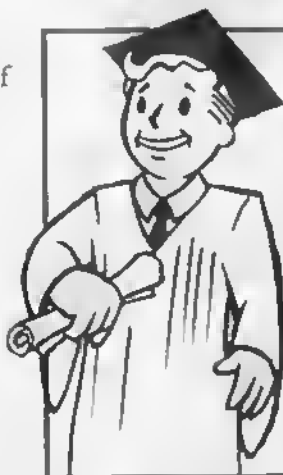
he game maps that fill this appendix are designed to make your progress through *Fallout 2* more enjoyable. The less time you spend hunting for a person or a place within each area, the more time you have to enjoy *playing* the game. You can use the game maps in at least two ways.

If you just want to know where something is, you can turn to the maps that cover the specific area you're curious about. All of the maps for each adventure area are shown next to one another.



You'll get even more information from the maps if you also use the written area descriptions to make your way through the game. Use the maps to find where all of the events listed in each area's description take place. The maps are arranged in the same order that the areas they depict are described in the book. Using both the text and maps together will give you the most complete information about any area in the game.

The numbered list after each map gives a brief description of each point on the maps. These numbers correspond to the more detailed descriptions in the chapter text.



This book is the only place where these entire maps have ever been seen. Even when we were building the maps for *Fallout 2*, we used the same view that you use as a player. On some of the larger game maps, the total area shown is four screens tall and just as wide. Being able to see the entire map in one complete picture intrigued everyone on the development team.

Note

Chapter 6 Area Maps

The maps in this chapter detail the first areas of the game that you'll enter. Move with caution—you're still quite vulnerable at this stage of the game.

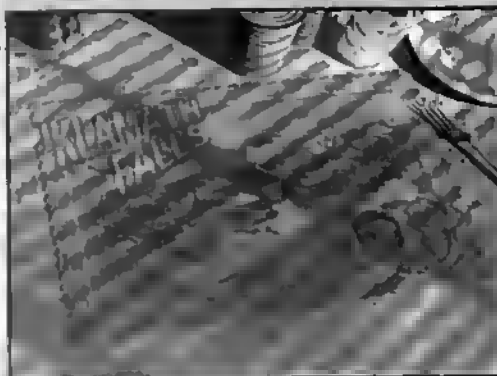




Figure A.1: Entrance to the Temple of Trials

1. **The Start.** This is the entrance to the Temple of Trials.

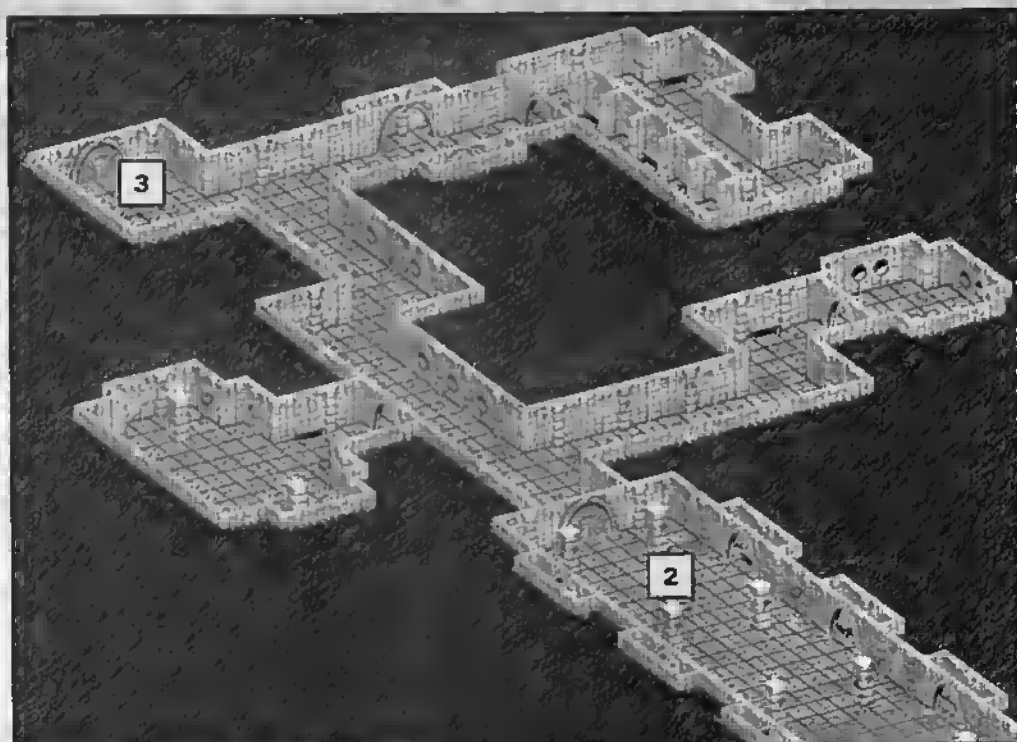


Figure A.2: Entry hall of the Temple

- 2. Entry Hall.
- 3. Exit Door.



Figure A.3: The Pit

- 4. Room of Traps.
- 5. The Pit.

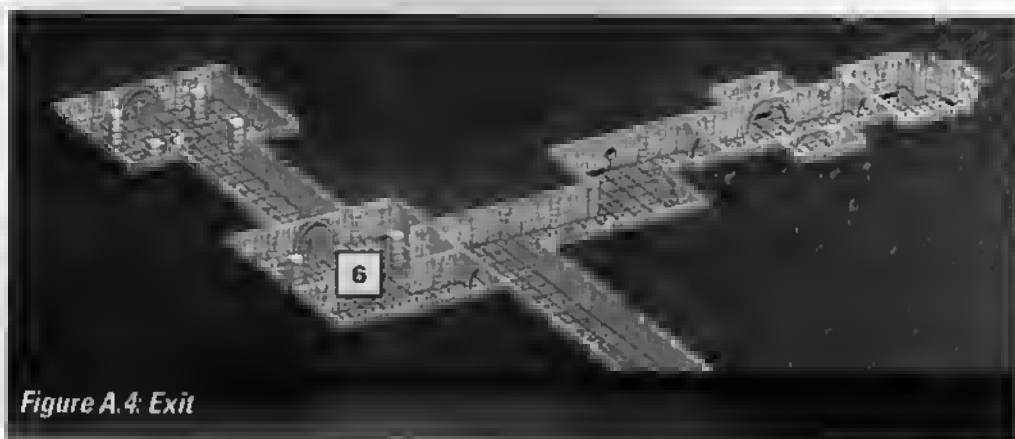


Figure A.4: Exit

- 6. Arena Door.



Figure A.5: The village of Arroyo

7. **Hakunin and His Garden.** The tribal shaman.
8. ***The Village Elder's Tent.*** The village Elder.
9. **Cousin Nagor.**
10. **The Well.** The main source of water for your village.
11. **Standing Fist.** A powerful warrior.
12. **Aunt Morliss.**

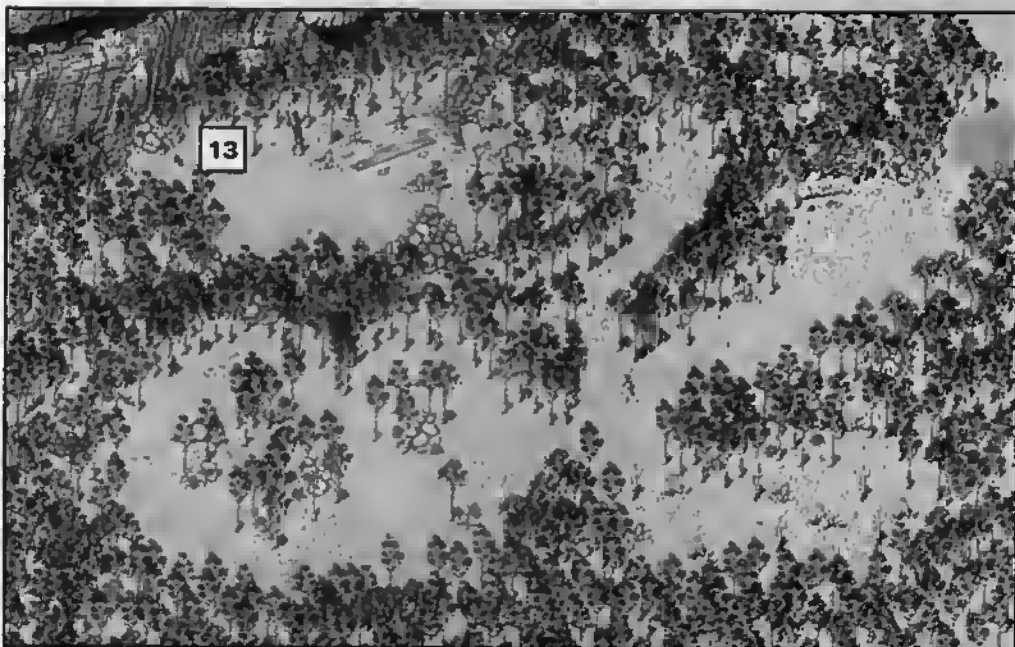


Figure A.6: The Wilderness

13. Nagor's Dog.



Figure A.7: The Great Bridge

14. Mynoc the Guardian.

Klamath



Figure A.8: Downtown Klamath

1. **Message Board.** An informal help-wanted board.
2. **The Golden Gecko.** A tavern.
3. **Sajag the Barman.** The tavern keeper.
4. **John Sullivan.** A brawler.
5. **The Dunton Brothers.** Bullies and thugs.
6. **Suspicious Brahmin.**
7. **Yellow Dog.**
8. **Torr.** The village idiot.
9. **Buckner House.** An inn and tavern.
10. **Whisky Bob.** A regular customer and supplier.
11. **Maida Buckner.** Hot-tempered daughter.
12. **Ardin Buckner.** Owner of Buckner House.

13. **Sulik.** A primitive tribal, like you.
14. **Big Nose Sally's Bathhouse.** Plenty of baths, no water.
15. **The Magnificent Jenny.** Scrub-a-dub-dub.
16. **Vic's House.** An unoccupied shack.



Figure A.9: Trapper Town

17. **Slim Picket.** A trapper from way back.
18. **The Hole.** The way down.
19. **The Gerage.** The way up.
20. **The Cer.** Looks like transportation.



Figure A.10: Gecko Trapping Grounds

21. The Still. Makes hootch.



Figure A.11: Brahmin grazing area

22. The Claws.
 23. The Duntons' Shack. Currently unoccupied.

- 24. Radscorpions. Six of them are here.
- 25. Torr's Brahmin.

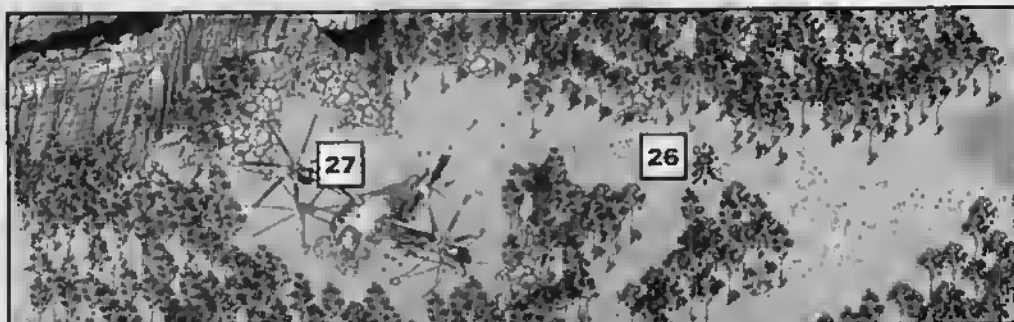


Figure A.12: The Canyon

- 26. Crippled Mr. Handy.
- 27. Crash Site. Some sort of flying machine has crashed here.



Figure A.13: Rat Caves, Level One

- 28. Rat Caves, Level One.
- 29. Rat Caves, Entrance to Level Three.



Figure A.14: Rat Caves, Level Three

- 29. Rat Caves, Entrance to Level Two.
- 30. Lair of the Rat God.
- 31. Ladder to Level Two.



Figure A.15: Rat Caves, Level Two

- 31. Ladder to Level One.
- 32. Locked Door. Blow this up to exit the level.



Figure A.16: Toxic Cave, Level One

- 33. Toxic Caves Entrance.
- 34. Rubber Boots. Goodies in the locker.
- 35. Ladder to Toxic Caves, Level Two.



Figure A.17: Toxic Caves, Level Two

- 35. Ladder to Toxic Caves, Level One.
- 36. Smiley tha Trapped Trapper. Free me!
- 37. Elavator Repair. Fix me!



Figure A.18: Pre-War supply cache

- 37. Elevator Repair. Loot me!
- 38. Sentry Robot.

The Den



Figure A.19: Downtown Den

1. **Becky's Place.** Has a still in a small cellar.
2. **Stacey.** A customer.
3. **Flick.** A fence.
4. **Tubby's Store.** A pharmacist.
5. **Smitty.** The car owner.
6. **Lara's Gang.**
- 6A. **Brotharhood of Steel Outpost.** These guys don't have much to say.
- 6B. **Tha Great Ananias.** This guy talks too much.

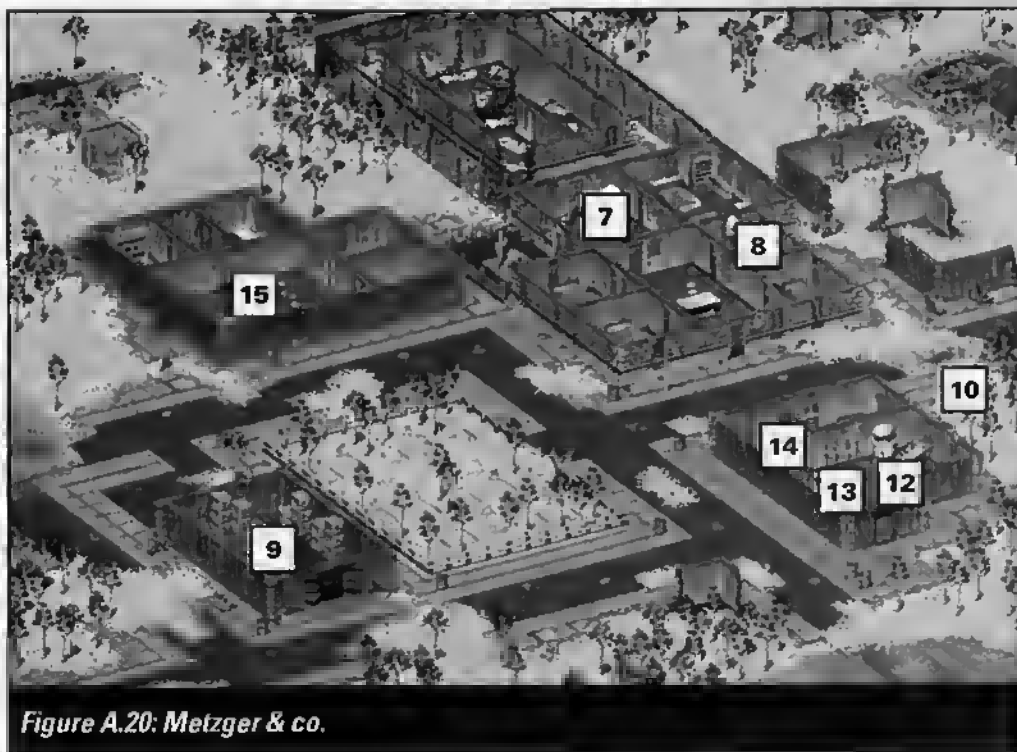


Figure A.20: Metzger & co.

7. **Metzger.** Head of the Slaver's Guild.
8. **Vic the Trader.** Metzger's prisoner.
9. **Tyler's Gang.**
10. **Joey the Thug.** A lowlife.
11. **Anna's Ghost.** A wraith.
12. **Mom's.** A great place to eat.
13. **Leanne.** One of Mom's regulars.
14. **Karl.** Another customer at Mom's.
15. **Frankie.** A pimp.

Chapter 7 Area Maps

By this stage of the game, you're not quite as fragile, but you're still better off using your mouth before you use your fists. You'll travel through communities of very different sorts of folk, so diplomacy and tolerance should be a ready part of your arsenal.

Modoc

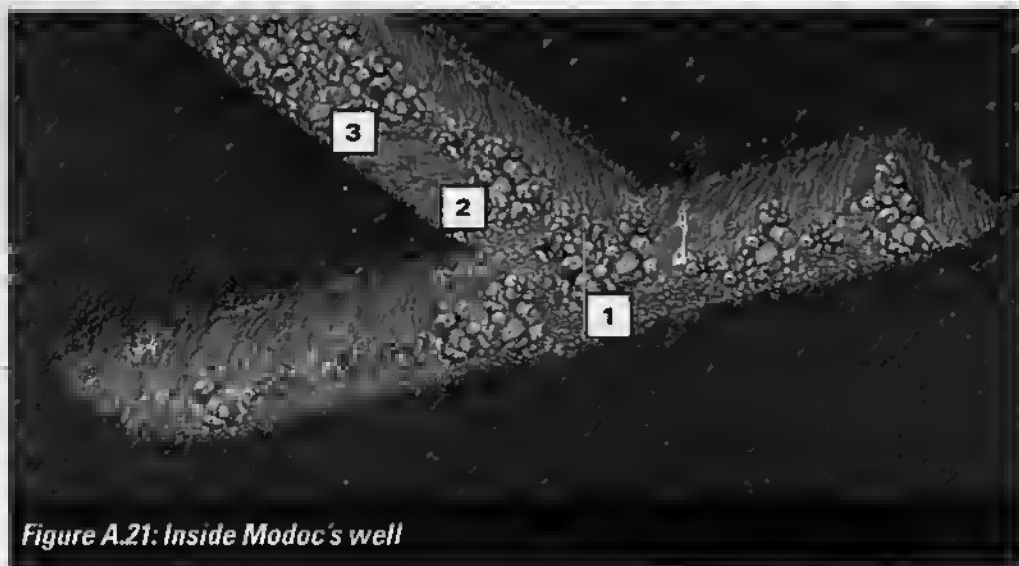


Figure A.21: Inside Modoc's well

1. Wishing Well Entrance.
2. Dream Stealing.
3. Jonny's BB Gun.



Figure A 22: Modoc's main street

4. **Jo.** This guy's the mayor, sheriff, and general store owner.
5. **The Well.** Move the boards and attach a rope—you can climb down to the bottom of the well (see #1).
6. **Balthas.** This is the town tanner and leathercrafter.
7. **Grisham.** Grisham runs the slaughterhouse.
8. **Miria.**
9. **Davin.**
10. **Bess the Brahmin.**



Figure A.23: The underground lake

11. Jonny, Balthas' missing boy.

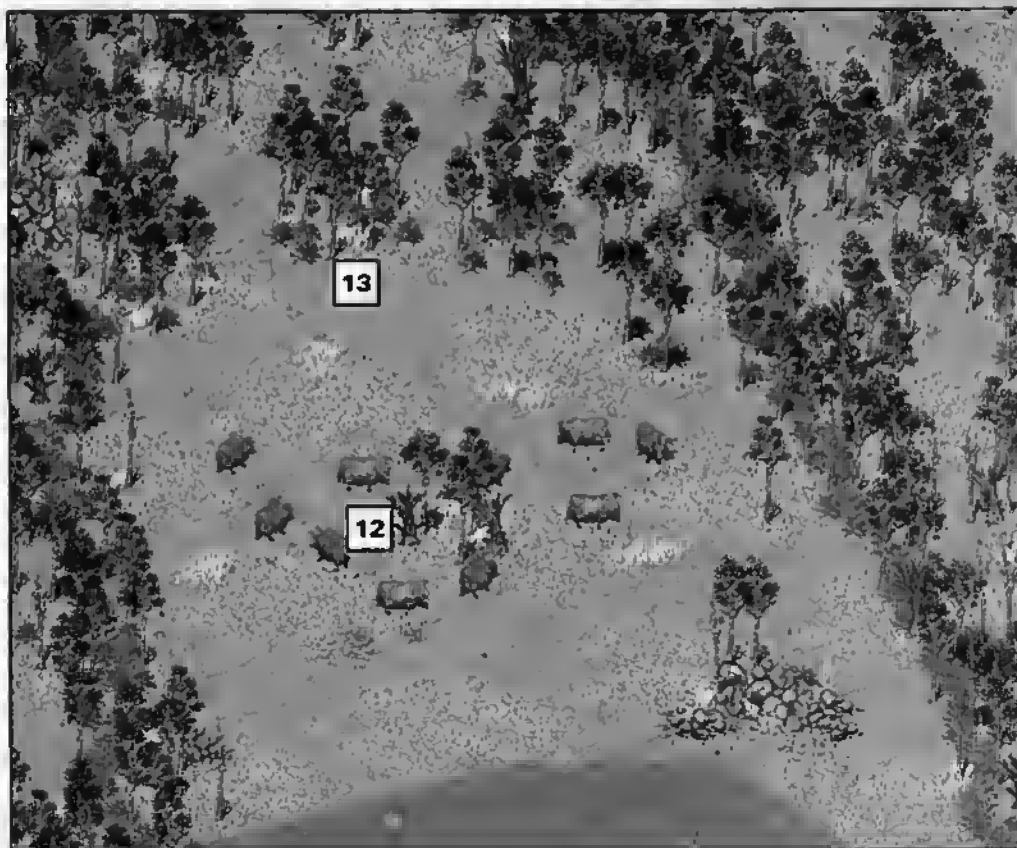


Figure A.24: Grisham's pasture

- 12. **Grisham's Brahmin.** These are the brahmin that Grisham needs you to protect.
- 13. **Pack o' Wild Dogs.** They come from this area.



Figure A.25: The ghost farm

14. **Impaled Folk.**
15. **Slag Cave Entrance.** The carpet in this shack dumps the PC into the cave of the mysterious Slags beneath.
16. **Slag Cave Exit.** This is the back door out of the Slag caves. You can exit this way only if you've entered the other way (see #15) at least once.

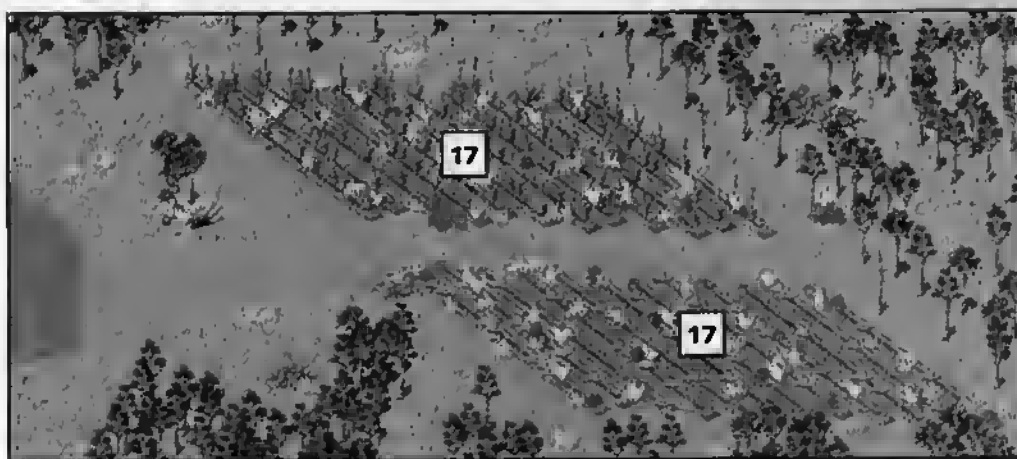


Figure A.26: Farrel's garden

17. Rodent Rampage.



Figure A.27: Rose's B & B

18. Farrel.

19. The Outhouse. To get down inside the outhouse, just plug your nose and open the doors.

20. Rosa's Bed and Breakfast.

- 21. **Cornelius.** Rose's husband.
- 22. **The Chicken Coop.**



Figure A.28: Below the outhouse

- 23. **The Outhouse Ladder.** This ladder leads to the top of the outhouse (#19).
- 24. **Rockfall.** You need to blow up these rocks before you can get to the rest of the cave.
- 25. **The Mole Rat and the Watch.**



Figure A.29: Cavern of the Slags

- 26. **Entrance to the Cave of the Slags.** This entrance is a bit of a surprise as you drop, possibly painfully, from the carpet in the ghost farm above (#15).
- 27. **The Way Out.** This is the back door out of the Cave of the Slags (see #16).
- 28. **Vegeir.** The leader of the Slags.
- 29. **Tunnel to the Underground Lake.** You'll find missing Johnny (#11) this way.

Vault City



Figure A.30: Vault City courtyard

1. **The Front Gate.** This is the front entrance to Vault City's courtyard
2. **Prison.**
3. **Ed the Brahmin Dealer.**
4. **Happy Harry's Gun Shop.**
5. **Courtyard Clinic.**
6. **Puking Charlie.**
7. **The Smiths.**
8. **The Spitoon.** A tavern for lowlife.
9. **Greeting Center.**
10. **Amanda's.**

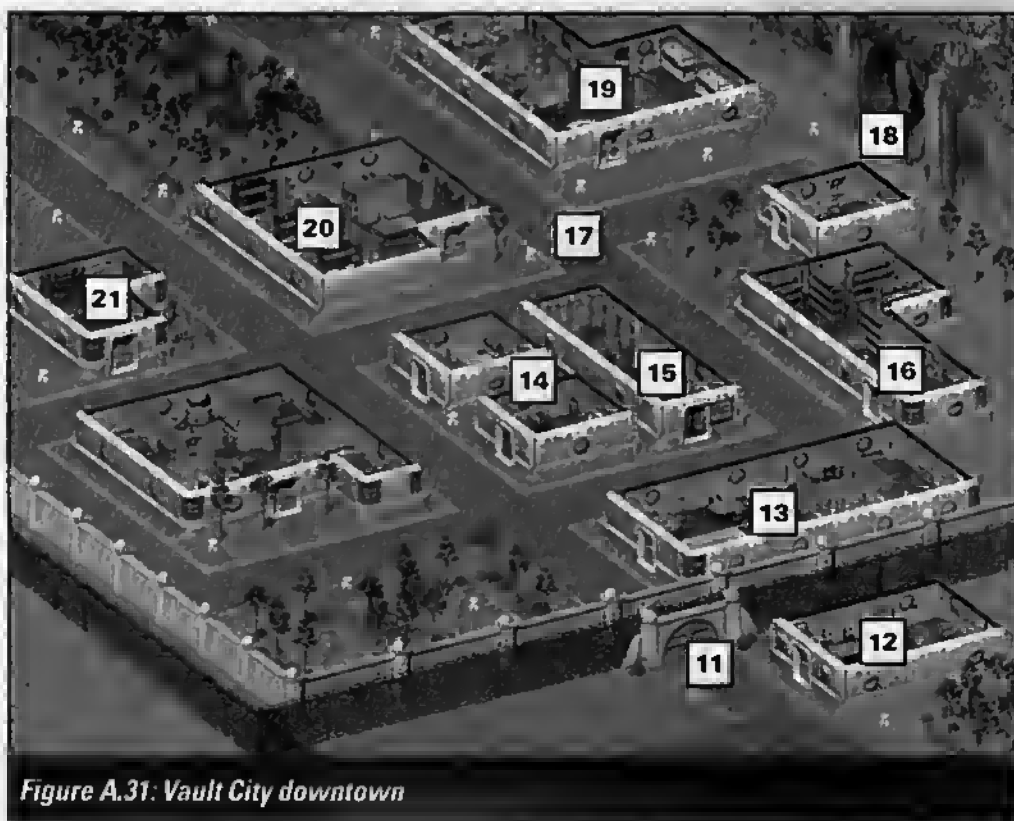


Figure A.31: Vault City downtown

11. **The Main Gate.** The main entrance to Vault City.
12. **Customs Office.** Outworlders like yourself can get a day pass into Vault City here.
13. **The Tap House.** Lovely Lydia runs this tawdry tavern.
14. **Pharmacy and General Store.** One of these small buildings is the pharmacy, and the other is a general store.
15. **Maintenance Shed.**
16. **Amenities Office.** Randal, the amenities officer, has some wonderful items for sale—as long as you're a Vault City citizen.
17. **Thomas Moore.** Thomas Moore preaches the wisdom of tolerance from this intersection.

18. **Vault Entrance.** The entrance to the vault is guarded, and only citizens are allowed to enter.
19. **Correction Center.** This is the facility that houses naughty Vault City citizens until they repent the error of their ways.
20. **Servant Allocation Center.** This is where Barkus allocates servants to the highest bidder.
21. **Information Center.**



Figure A.32: Vault Level One

22. **Dr. Troy.**
23. **Medical Computer Terminals.** These terminals provide access to Vault City's medical database.



Figure A.33: Vault Level Two

- 24. Storage Rooms.
- 25. Living Quarters.



Figure A.34: Vault Level Three

- 26. **Library Computer.** This terminal holds a lot of general knowledge.
- 27. **Martin.** The computer attendant.
- 28. **Central Computer.** Vault City's master computer.

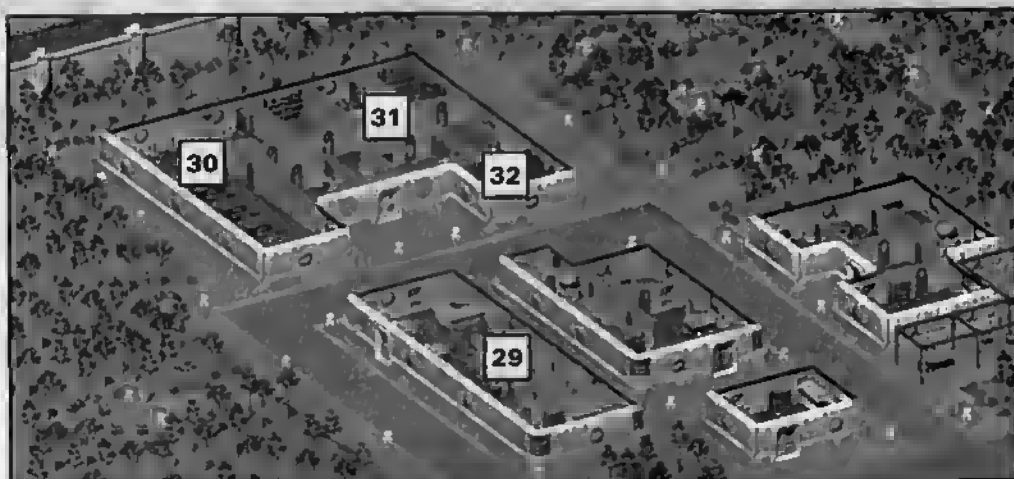


Figure A.35. The council chambers

- 29. **The Parlor Room.** This is an upscale Vault City yuppie bar.
- 30. **Councilman McClure.**
- 31. **Gregory.**
- 32. **Lynette.** The spokesperson and leading council member of Vault City.

Gecko



Figure A.36. Settlement of Gecko

1. **Wooz.** Wooz is the barman of this tavern, called the Harp.
2. **Power Plant Entranca.**
3. **Harold.**
4. **Dr. Lenny.**



Figure A.37: Gecko junkyard

5. **Skeeter's Shop.** Skeeter can fix or build almost anything.
6. **The Tunnel Entrance.** There's a hole in the floor of this room that leads to the tunnels beneath (see #9).
- 6A. **Percy Crump.** General goods merchant.
7. **Lumpy's Shack.**
8. **Gordon of Gecko.**



Figure A.38: Gecko tunnels

9. **Ladder to the Junkyard.** This ladder leads to the tunnel entrance in the junkyard above (see #6).
10. **Bottom of the Reactor Pit.** This pit leads to the operating reactor room above (see #21). You can get back up only if you've already lowered the crane in the reactor room.
11. **Zomak.**
12. **The Brain.**



Figure A.39: Gecko atomic power plant

13. **Front Entrance Desk.**
14. **The Reactor Supply Room.** Jeremy is the ghoul in charge of the supply room.
15. **Key Rooms.** These two rooms are well worth searching for the special key cards left there by the occupants.
16. **Yellow Security Doors.** The guards stationed at these doors make certain that you have the yellow key card.
17. **Red Security Doors.** The red doors require the red key card to open. The guards stationed here make sure that you have the required key.
18. **Festus.** This crochety and decaying old ghoul is the foreman of the power plant.
19. **Hank.** This glowing ghoul is a simple workman.
20. **The Robot Terminal.** This terminal controls a repair robot that you can use to either shut down or repair the reactor.
21. **The Reactor Pit.** This area is extremely hot and radioactive.
22. **Reactor Coolant Pump Control.** This is the machine that needs to be shut down if you're trying to destroy the power plant. This is also the machine that you can use the new Hydroelectric Magnetosphere Regulator on if you're trying to repair the reactor.
23. **Crane.** You can use this crane to lower a cable to the tunnel level (see #10).

Broken Hills



Figure A.40: Broken Hills

1. **Marcus.** The leader of Broken Hills.
2. **Bill the Outfitter and Chad the Caravan Master.**
3. **The Refinery.**
4. **Jacob and Aileen.** A human couple that holds a strong hatred for all mutants.
5. **The Jail.** Manson and Frank are incarcerated here.
6. **Ooc Holliday.** A friendly and discreet physician.
7. **Liz's General Store.** Liz has a well stocked cellar, shown in Figure A.41.
8. **The Well.**

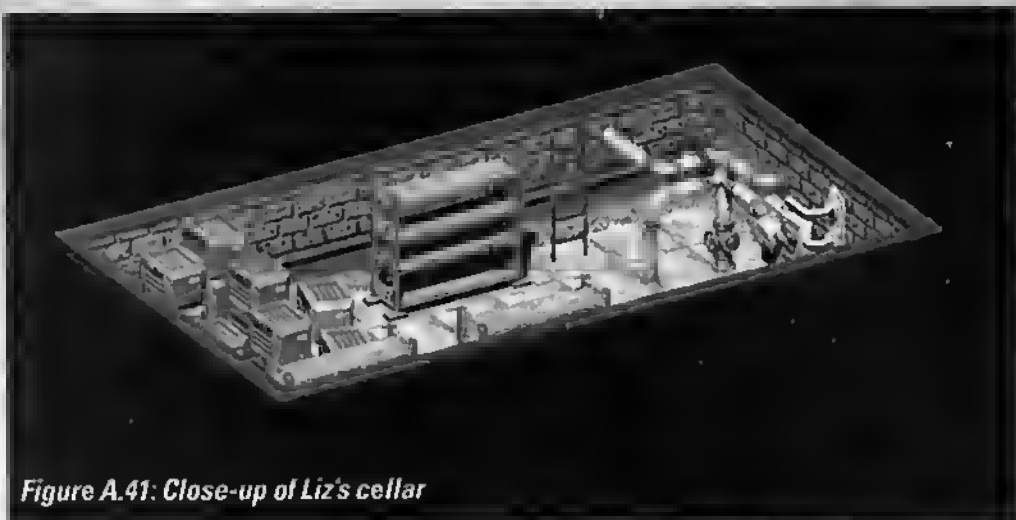


Figure A.41: Close-up of Liz's cellar

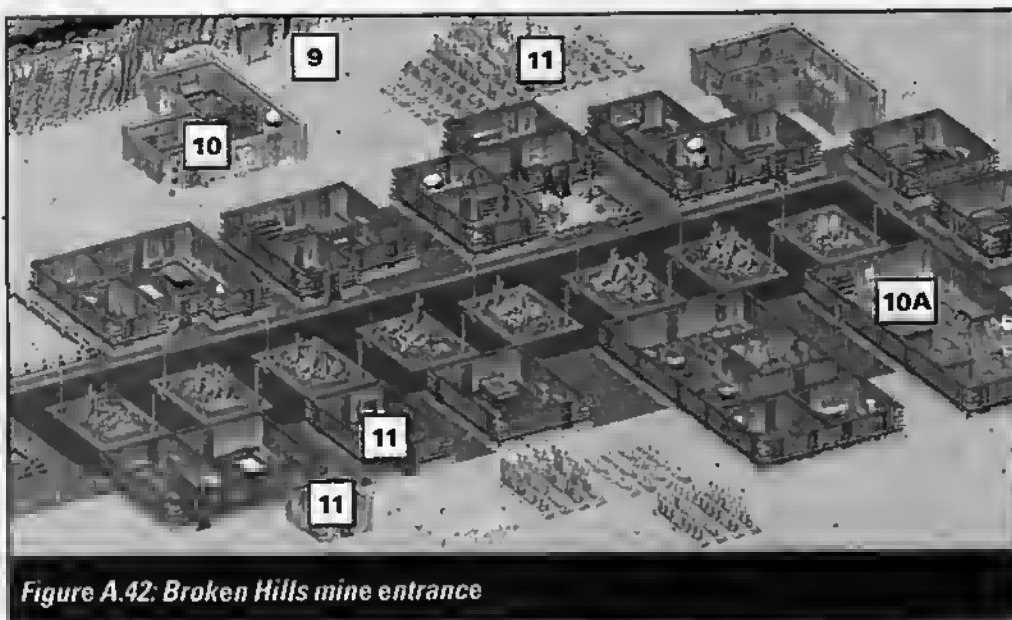


Figure A.42: Broken Hills mine entrance

- 9. Mina Entrance.
- 10. Mine Foreman.
- 10A. The Professor.
- 11. Hidden Tunnel Entrances. All three of these locations mark an entrance to the secret tunnels (see #12).



Figure A.43: Hidden tunnels of the antimutant faction

- 12. Hidden Tunnel Entrance.** These are the underground locations that the hidden tunnel entrances lead to (see #11).
- 13. Supply Room.** This room serves as a storage area for the antimutant faction.



Figure A.44: Broken Hills mine

- 14. **Mine Entrance.** This is the main entrance to the mines that are Broken Hills' livelihood.
- 15. **The Man from the Past.**
- 16. **Air Purifier.**

Chapter 8 Area Maps

You don't need to go through either of the two areas described in this chapter to complete the game. New Reno is the largest single populated area in the Wastes, and seeing the big city is both perilous and rewarding.

New Reno



Figure A.45: Welcome to New Reno

1. Entrance to New Reno.
2. Drug Addicts.
3. Residences.
4. Cat's Paw Whorehouse.
5. Tha Desperado Casino.
6. Little Jesus Mordino



Figure A.46: The Desperado, second floor

7. **Big Jesus Mordino.** The head of the Mordino family.

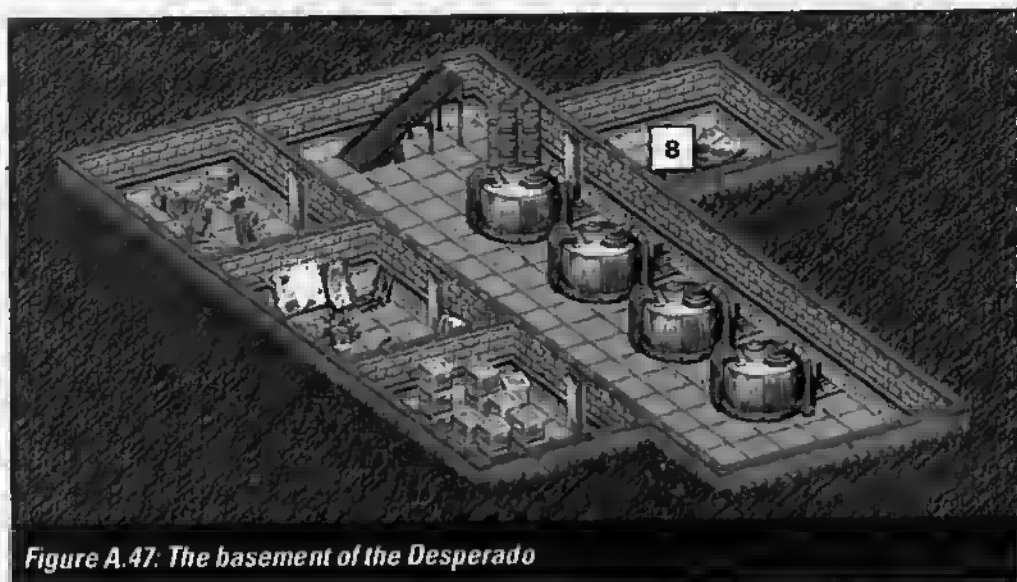


Figure A.47: The basement of the Desperado

8. **Pretty Boy Lloyd.**



Figure A.48: Downtown New Reno

9. The Golden Globes Porn Studio.
10. Salvatore's Bar.
11. The Jungle Gym.
12. Stewart Little.
13. The Shark Club.
14. The Gambler.
15. The Back-Stage.

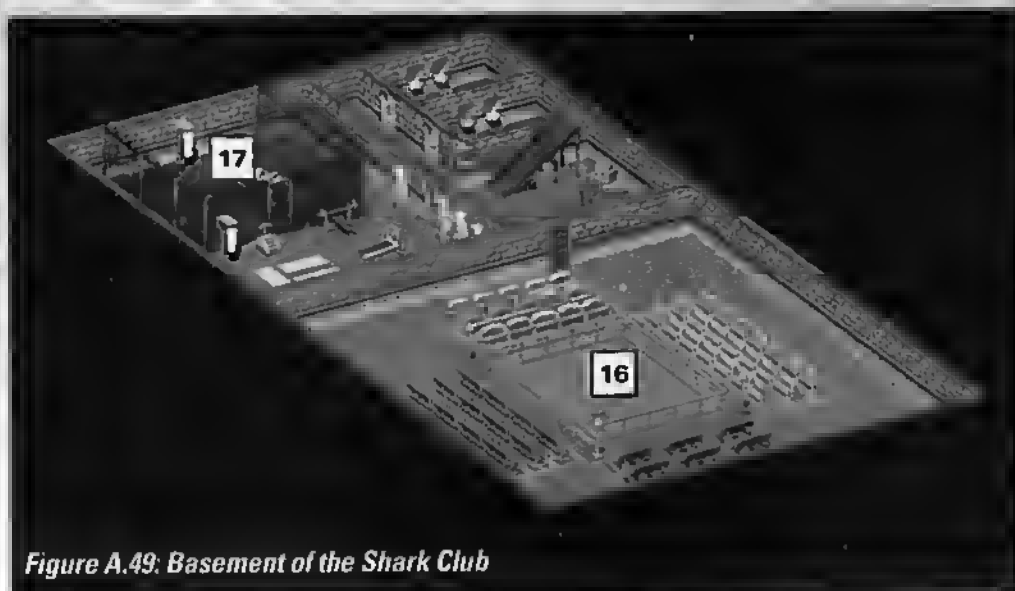


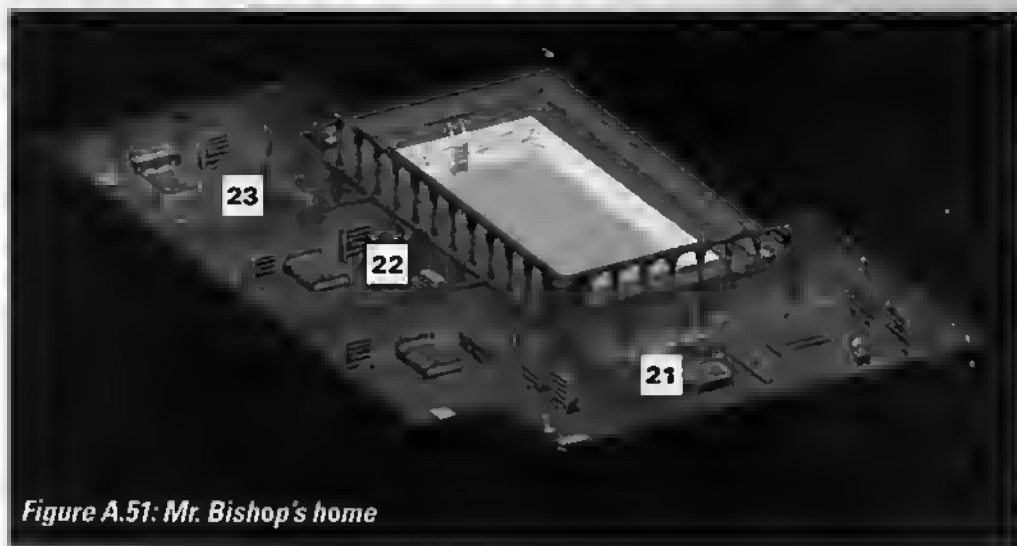
Figure A.49: Basement of the Shark Club

- 16. The Boxing Ring.
- 17. Mike the Masticator.



Figure A.50: Shark Club, second floor

- 18. Stairs Down.
- 19. Thugs Galore.
- 20. Stairs Up.



- 21. **Mr. Bishop.** The head of the Bishop family.
- 22. **Bishop's Family.**
- 23. **Bishop's Room.**



- 24. **Mason.**
- 25. **Mr. Salvatore.** The head of the Salvatore family.



Figure A.53: New Reno commercial district

- 26. The Gun Store.
- 27. The Drunk Cupid Chapel.
- 28. Rensco's Pharmacy.



Figure A.54: The Gun Store's basement

29. The Idiot in the Basement.

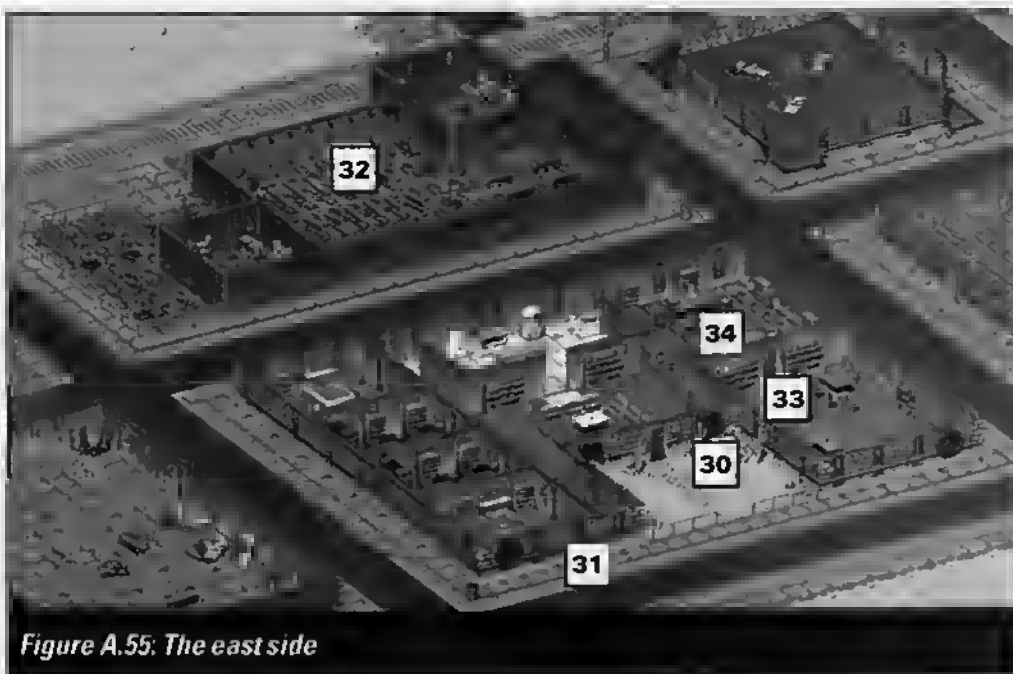
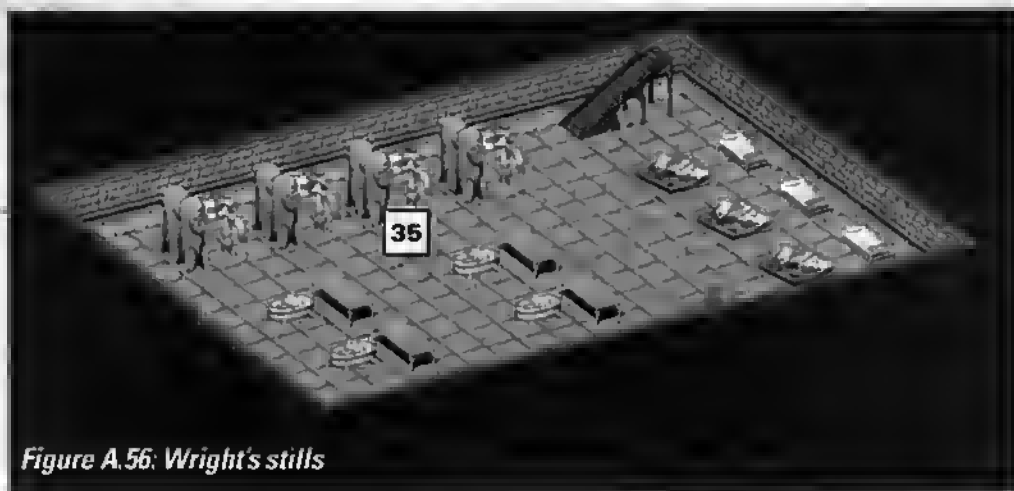


Figure A.55: The east side

30. Tha East Side.

31. Street Urchins.

- 32. Chris Wright.
- 33. Mr. Wright. Head of the Wright family.
- 34. Keith Wright.



- 35. Wright's Stills.



- 36. Golgotha.



Figure A.58: Lloyd's cash cache

37. The Cash Cache.

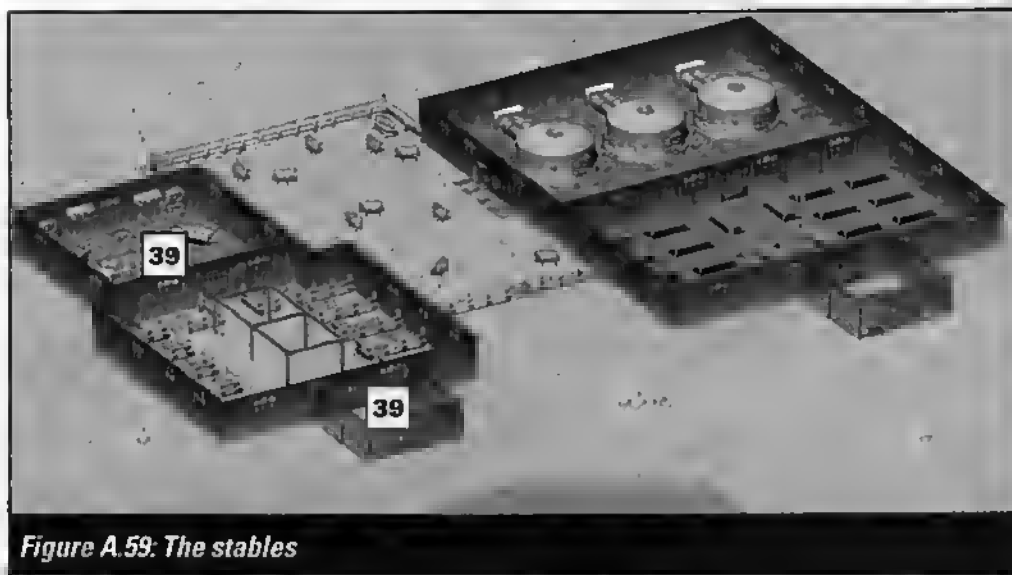


Figure A.59: The stables

38. The Stables.

39. Marjorie Reed.



Figure A.60: The lab

- 40. Guardroom.
- 41. **Myron.** Myron is a scientist who can join your party.
- 42. Vats o' Dope.



Figure A.61: T-Ray's chop shop

- 43. T-Ray's Chop Shop.
- 44. A Wonderful Chrysalis Motors Highwayman.

The Raiders



Figure A.62: The secret entrance

1. **The Secret Entrance.** This ladder leads down to the Raiders' base.

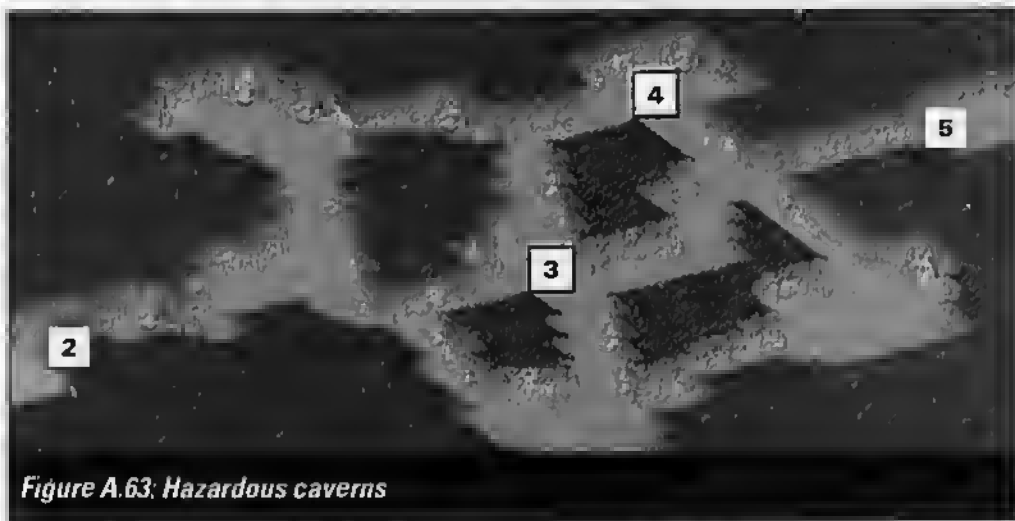
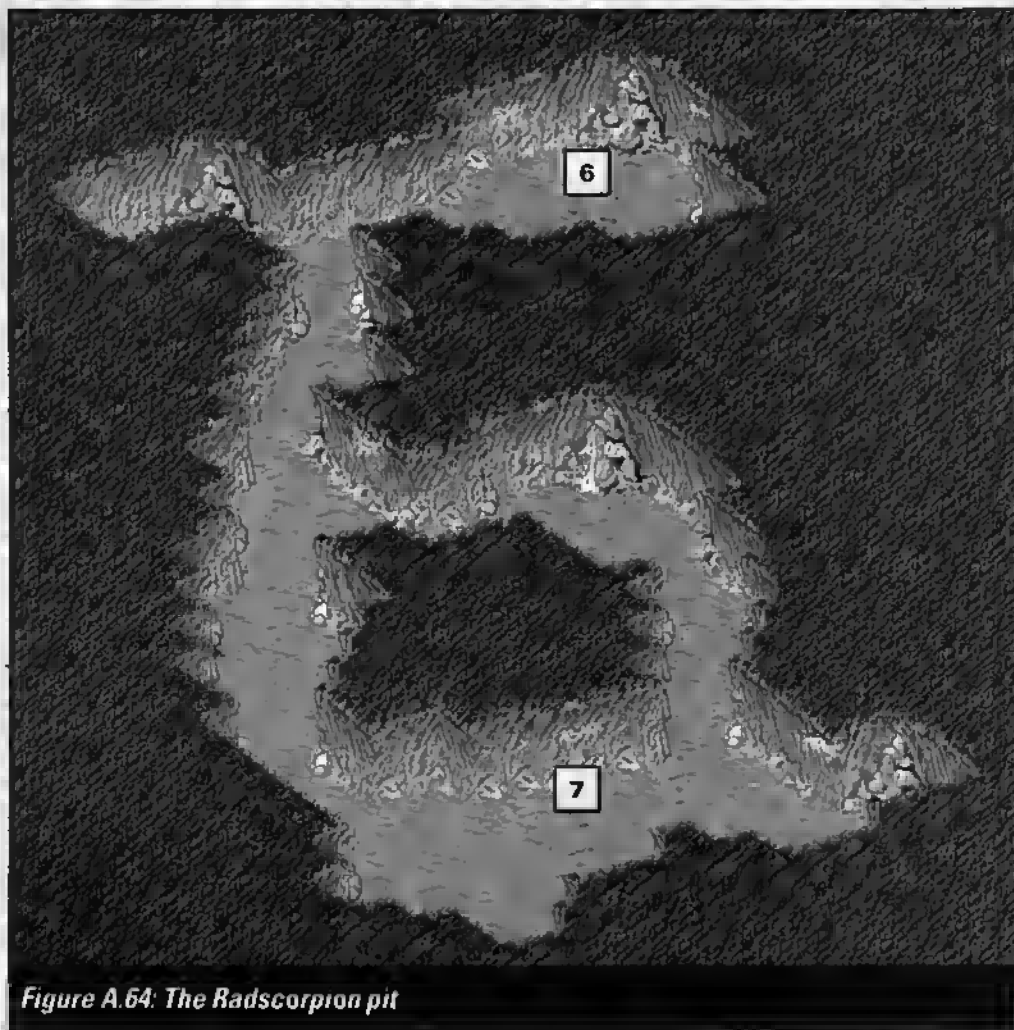


Figure A.63: Hazardous caverns

2. **Cave Entrance.**
3. **Radscorpion Pits.** Dangerous pits drop the unwary to bugs below.

4. The Ladder.
5. To the Raiders' Barracks.



6. The Ladder Out.
7. Big Bad Boss Radscorpion. He wants to invite you in for dinner.

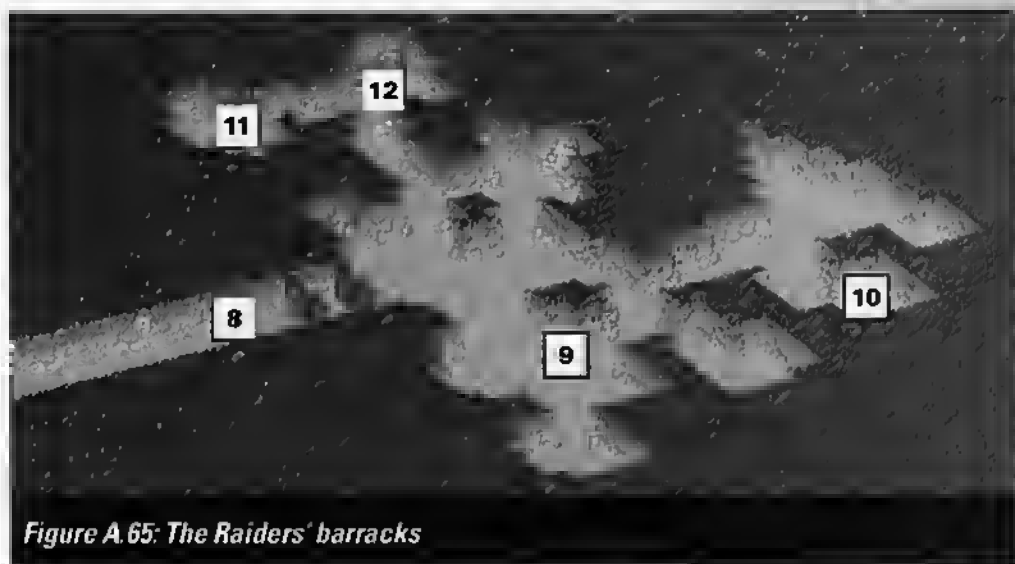


Figure A.65: The Raiders' barracks

- 8. **Entrance to the Raiders' Barracks.**
- 9. **Raiders.** They're milling about in here.
- 10. **Ladder Out.**
- 11. **Raider Leaders.** They live here, in the scenic part of the cave.
- 12. **The Safe.**

Chapter 9 Area Maps

Both guns and gold seem to be eternal attractions for mankind. The next two areas encompass both. You can stock up on the very latest in pre-War military technology at the Sierra Army Depot and use it to clean the critters out of your very own gold mine in the boomtown of Redding.

The Sierra Army Depot



Figure A.66: The Sierra Army Depot

1. Deaders at the Gate.
2. Guard Turrets.
3. The Howitzer.
4. Storaga Shack.
5. Tha Manhola.
6. Tha Main Door.

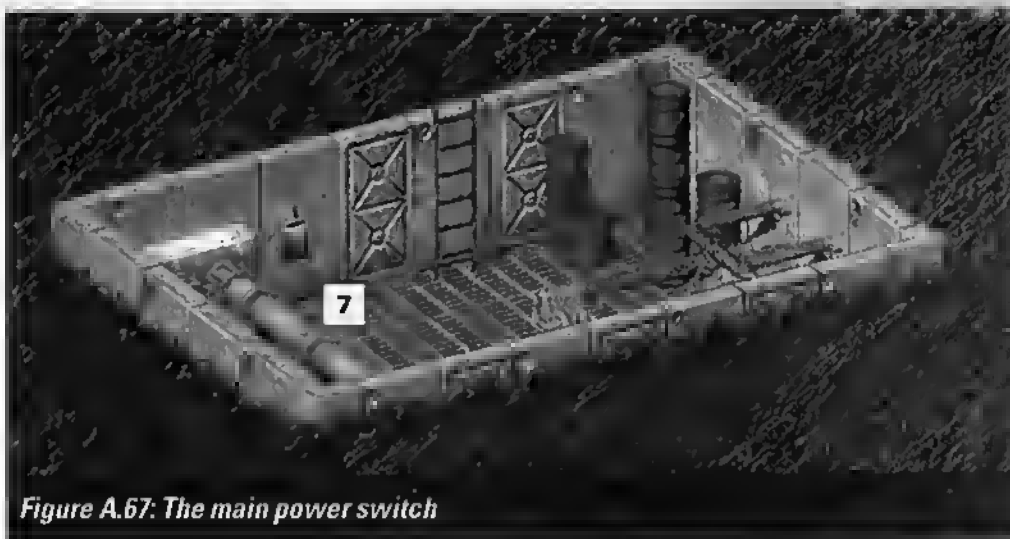


Figure A.67: The main power switch

7. Main Power Switch.



Figure A.68: Sierra Army Depot, Level One

8. Main Entrance Terminal.
9. Front Desk.

10. Medical Lockers.
11. Main Elevator. Use Dixon's Eye to open this elevator (#10).
12. Sacurity Terminal.
13. Service Elevator.
14. Punching Bags.
15. Gear Lockers.

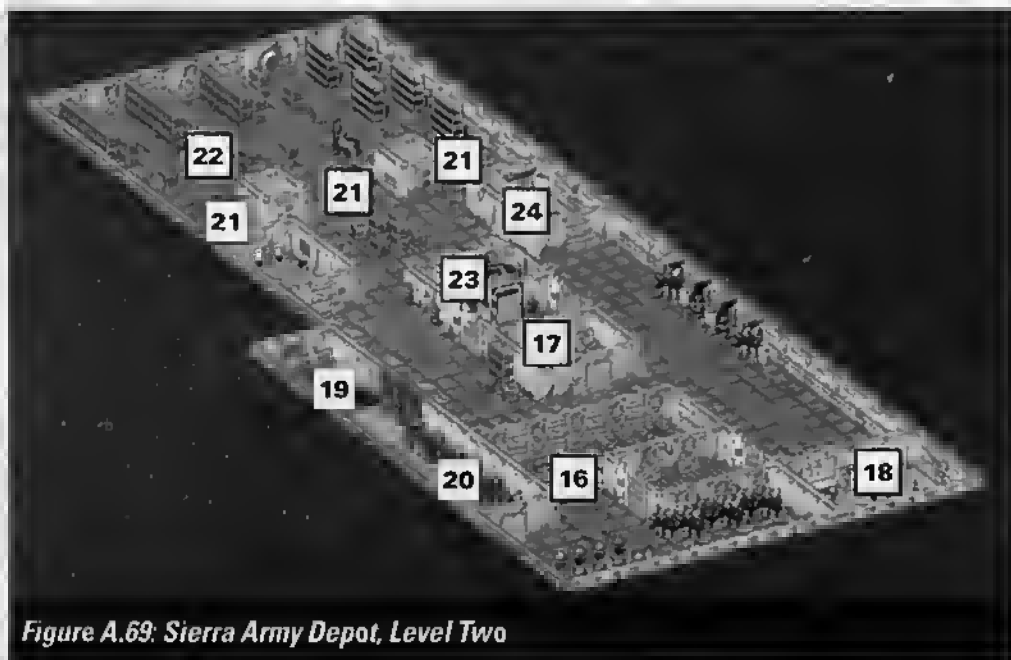


Figure A.69. Sierra Army Depot, Level Two

16. Storage Araa.
17. Security Terminal.
18. Smutty Workstation.
19. Repair Station Terminal.
20. Rapair Robot Storage.
21. Traps.
22. Christmas Present.

23. **Elevator.** Use Dixon's Eye.

24. **Break Room.**



Figure A.70: Sierra Army Depot, Level Three

25. **Skynet.**

26. **General Clifton's Eye.**

27. **The Elevators.** Use Clifton's Eye to access either elevator.

28. **Robobrain Terminal.** This terminal oversees the brain installation procedure for the brainless Robobrain.

29. **Brainless Robobrain.**

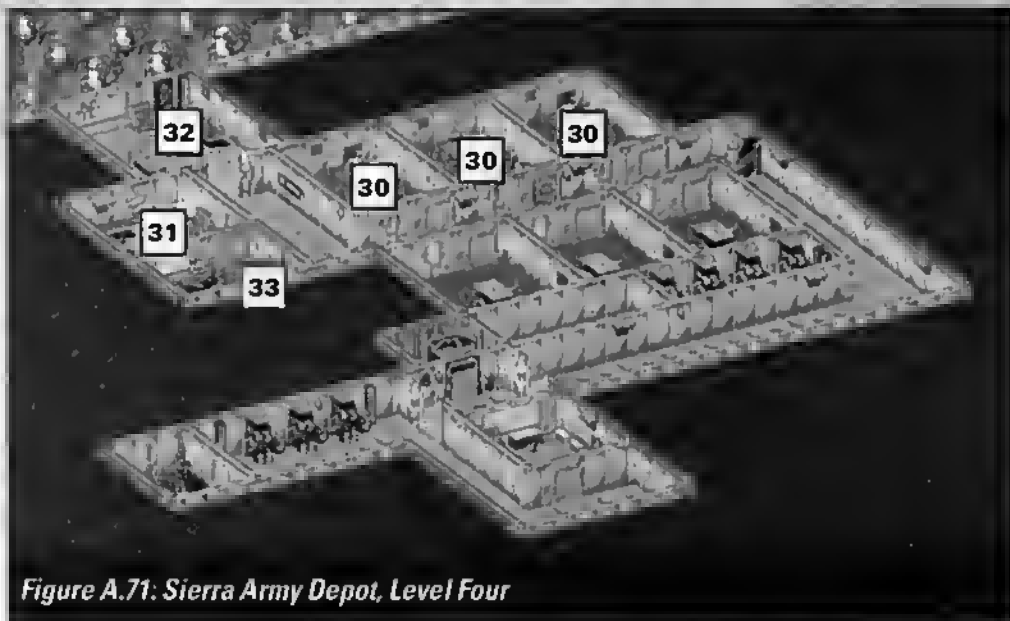


Figure A.71: Sierra Army Depot, Level Four

- 30. Test Subject Holding Cells.
- 31. Vault-Tek Organ Extractor Control Terminal.
- 32. Automated Biological Storage Area.
- 33. Vault-Tek Automated Organ Extraction Chamber.

Redding

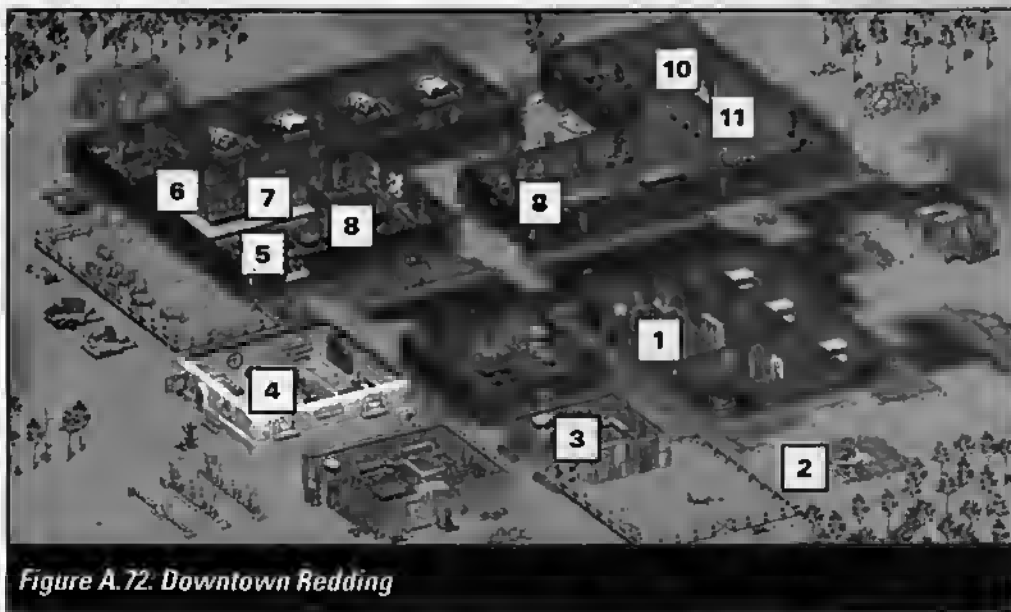


Figure A.72. Downtown Redding

1. **The Sheriff's Office.** This is where Sheriff Marion works. He can use help with a number of problems in town.
2. **The Well.** This well doesn't work anymore. Careful examination will show that it leads down to some tunnels beneath the town (see #12-15).
3. **The Widow Rooney.**
4. **"Painless" Doc Johnson.**
5. **Blasphemous Bette and Caminetto.** These two miners come to the Malamute Saloon (#7) just to argue.
6. **To the Cellar.** The trapdoor in this room leads down to a storage cellar beneath the Malamute Saloon (#12).
7. **Lou, Owner of the Malamute Saloon.**
8. **Fannie Mae.**
9. **Mayor Ascorti, Owner of Ascorti's Ace.** The owner of Redding's casino is also the mayor of the town.

10. **Ledder to the Cellar.** This ladder leads down to the storage cellar beneath Ascorti's Ace (#13).
11. **The Cashier's Office.**



12. **The Malamute Saloon's Storage Cellar.**
13. **Ascorti's Ace Storage Cellar.** A couple of rats bar the way to the tunnels—if they're too fierce for you, you can make your way back to the saloon (#10).
14. **Tunnel to the North End of Town.** This tunnel connects to some similar tunnels that lie beneath the mining camp end of town (#24).
15. **Cave of Bones.**

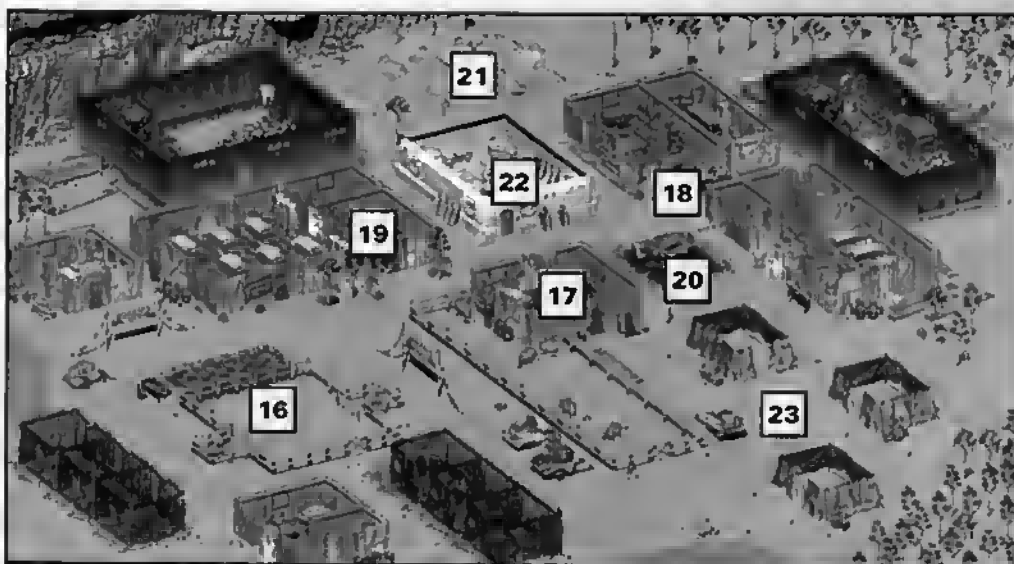


Figure A.74: Redding mine camps

16. **Mole Rat Mambo or Deathclaw Deathmatch.**
17. **Caravan Master's Office.**
18. **Kokoweef Mine.** Marge LeBarge runs the Kokoweef Mine.
19. **Morningstar Mine.** Dangerous Dan McGrew is the owner and manager of the Morningstar Mine.
20. **Another Well.** This dry well leads down to the tunnels beneath this part of town (#26).
21. **The Graveyard.**
22. **The Last Gasp Saloon.**
23. **The Caravan Master's Tants.**



Figure A.75: Redding mine camp tunnels

- 24. **Tunnel Entrance.** This tunnel connects to a similar network of tunnels beneath downtown Redding (see #14).
- 25. **Den of Bones.**
- 26. **Tunnel to the Wanamingo Mine.** This tunnel heads west of town to connect with the Great Wanamingo Mine (#34).
- 27. **Well Ladder.** This ladder leads up to the dry well in the mine camps (#20).
- 28. **Grave Entrance.** This ladder leads up to a very grave opening near the Redding mine camps (see #21).



Figure A.76: The Great Wanamingo Mine

- 29. Great Wanamingo Mine Elevator.**
- 30. Wanamingo Mine Power Generator.** You'll need to repair this to get the mine elevator (#29) working.
- 31. A Fork in the Road.** As you reach this point from the corridor to the east, you have a choice—either continue north from here to repair the generator (#30), or go back a bit and then go north to reach the elevator in the second building to the north (#29).



Figure A.77: Great Wanamingo Mine, Level One

- 32. **Ladders to the Level Below.** These ladders all lead to the level of the Great Wanamingo Mine, just below (#35).
- 33. **The Mine Elevator.** If you've managed to get the mine elevator running (see #29) again, this is where it'll let you off.
- 34. **Tunnel to Redding.** This tunnel leads east to the area beneath the town of Redding (#26).



Figure A.78: Great Wanamingo Mine Level Two

- 35. **Ladders to the Level Above.** These ladders all lead to the level of the Great Wanamingo Mine, just above (#32).
- 36. **Continuous-Feed Ore Extractor Machine.** This is the mining machine that holds the chip you need to recover.
- 37. **Bachelor's Quarters.**
- 38. **Lair of the Queen.**

Chapter 10 Area Maps

City states and long-buried treasure troves—they're all here for you to explore. Not all is what it seems, and the end of your quest is not as close as you may think. Trust no one and keep your laser handy.

The New California Republic (NCR)



Figure A.79: The NCR bazaar

1. Ratch the Junk Dealer.
2. Vortis the Slave.
3. The Slave Overseer.
4. Car Park.
5. Merk. Mr. Underground here in the NCR.
6. The Rawhide Saloon.
7. Lanny the Super-Mutant.
8. The Main Gate. Where you need to go to get in.
9. The Guardhouse.
10. CC&R's. Rules and regs—make sure you read them.
11. The Rope.



Figure A.80: Below the Rawhide Saloon

12. Basement of the Rawhide Saloon.

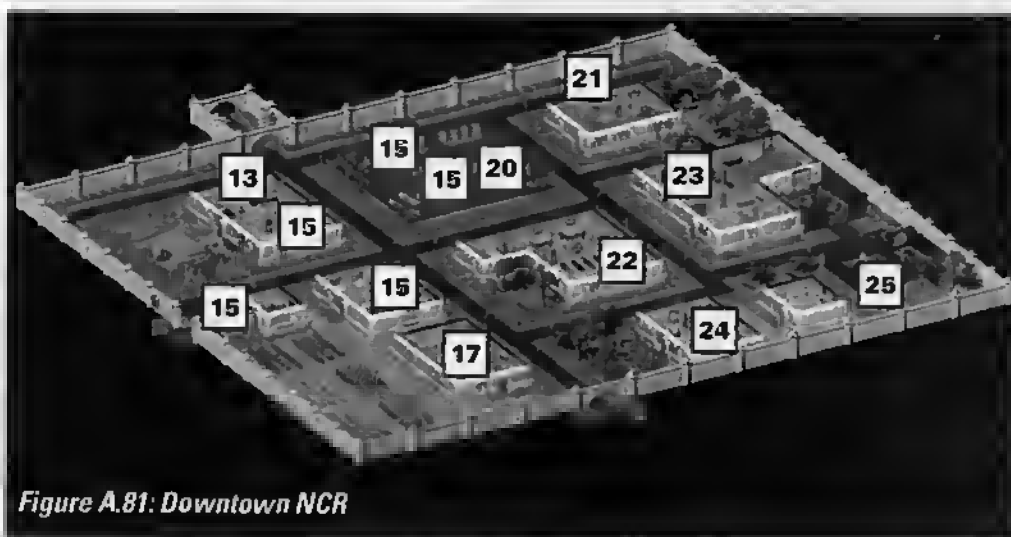


Figure A.81: Downtown NCR

13. The Craps Table.
14. Duppo's General Store.
15. The Gate to Westin's Farm. You'll need an excuse from Duppo to get through this gate.

16. **Doc Henry.**
17. **Doc Jubilea.** Healing available here.
18. **NCR Police Station.** Holster that piece.
19. **Sheriff Dumont.** The man.
20. **Oswald the Raider.**
21. **The Power Plant.**
22. **The Enlightened One.**
23. **NCR Ranger, Secret Base.** Sshhh, it's a secret.
24. **Dusty's Cantina.** Even better than a tree house.
25. **Brotherhood of Steel.**

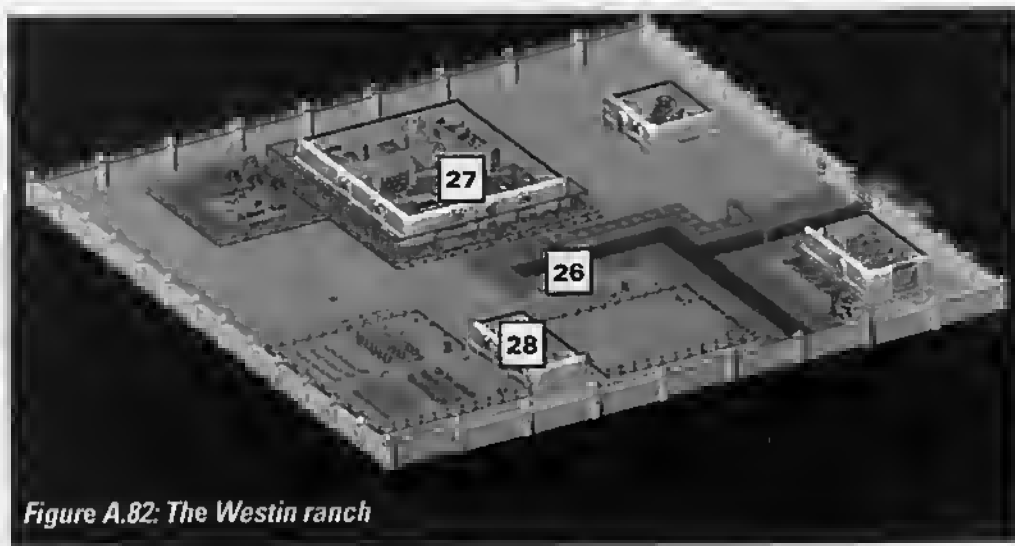


Figure A.82: The Westin ranch

26. **Farmer Westin's Ranch.**
27. **Westin.**
28. **Salt-Beef Bob.**

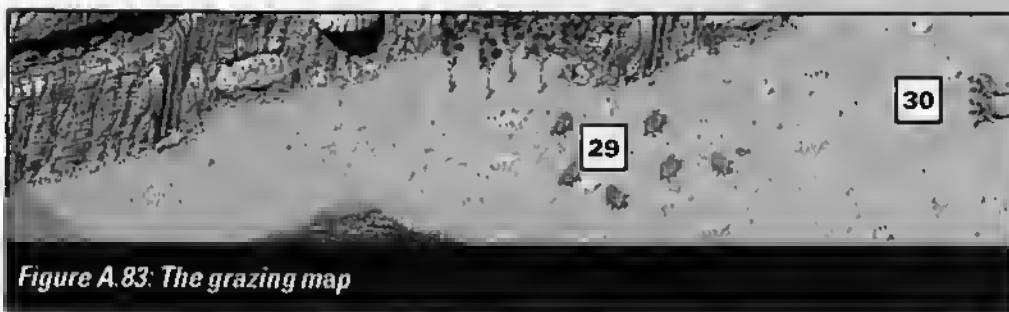


Figure A.83: The grazing map

29. The Grazing Map.

30. Deathclaws. Don't attack these on sight.

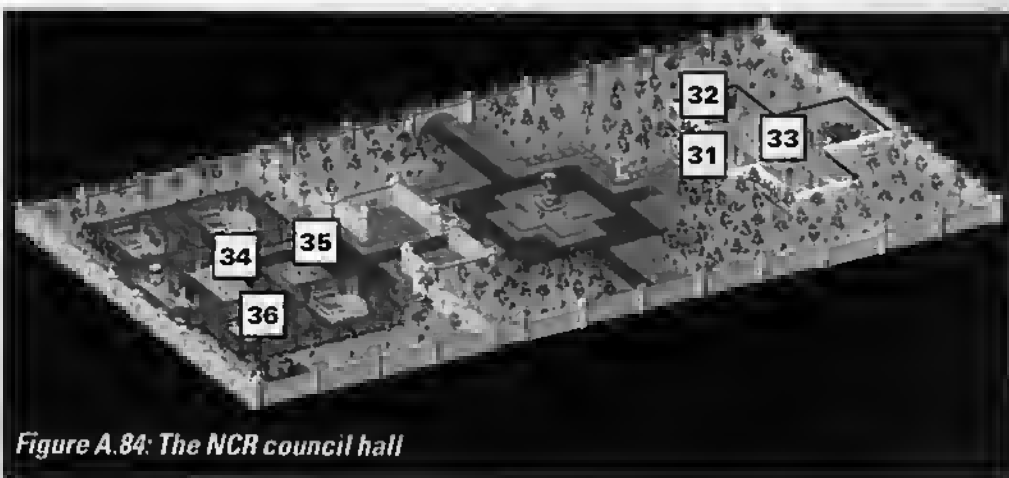


Figure A.84: The NCR council hall

31. Gunthar.

32. President Tandi. She's old, but she's feisty.

33. Faargus.

34. Carlson's House.

35. Carlson's Son.

36. Carlson.

Vault 15



Figure A.85: The squatters' camp

1. **Tha Squatters' Camp.** A small community of poor squatters.
2. **Rebecca.** This woman has lost her daughter.
3. **Mayor Zeke.** The mayor.
4. **Dallia.** A kind-hearted guard.

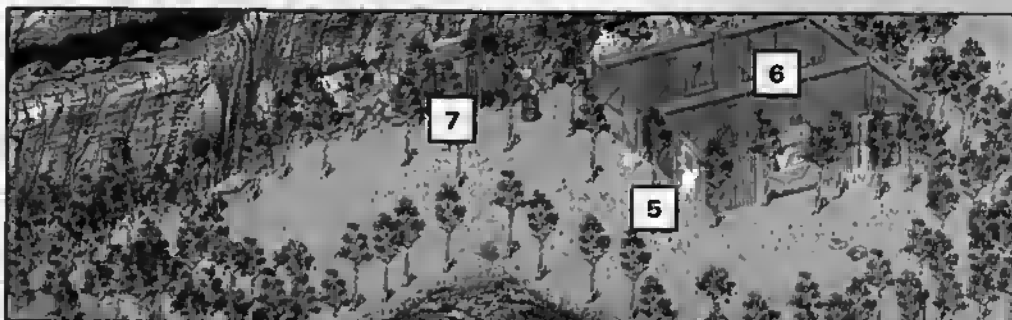


Figure A.86: The entrance to the Vault Cave

5. **Phil tha Guard.**
6. **Chrissy.**
7. **Entrance to the Vault Cave.** You'll need a red key card to open this door to the Raider camp located in the Vault.

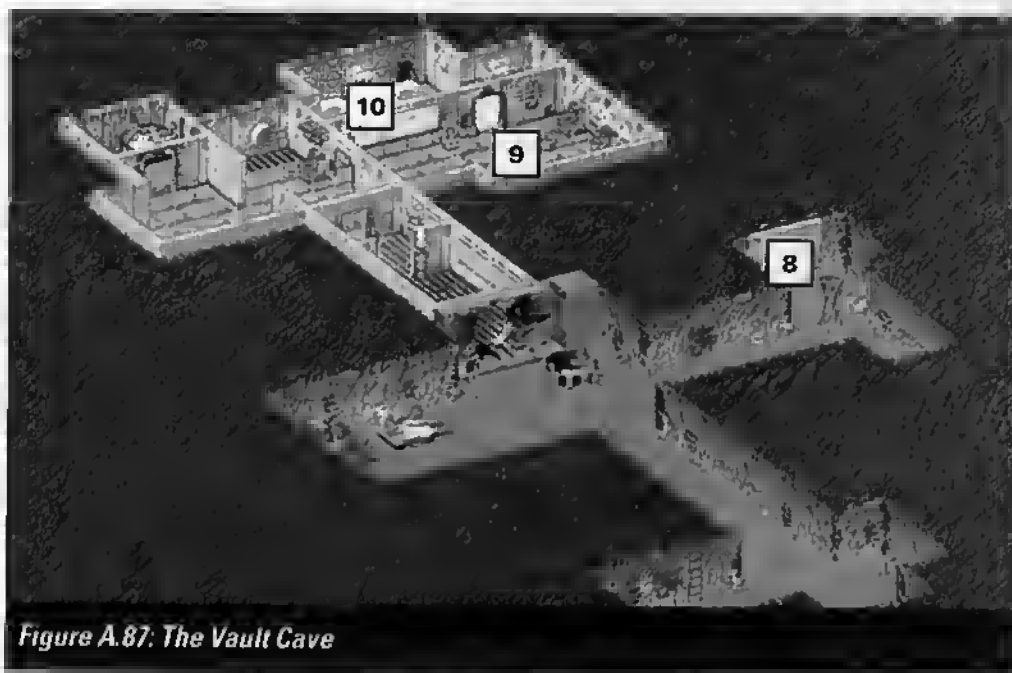


Figure A.87: The Vault Cave

8. **Inside the Vault Cave.**
9. **Forcefield Computer.** Use this terminal to turn forcefields within the Vault on or off.

10. **Doc Jones.** The good doctor is in the medical bay.

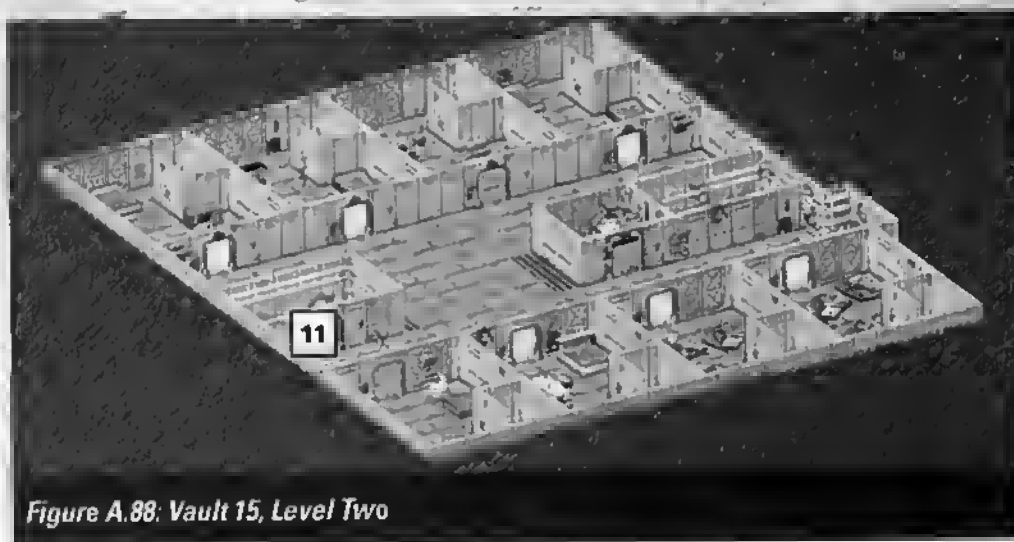


Figure A.88: Vault 15, Level Two

11. **The Power Generator.**



Figure A.89: Vault 15, Level Three

12. **Computer Parts.** One of the lockers in this room has the computer parts that Tandi needs for the NCR.
13. **Control Center.** The computer in this room can be used to turn the area's force-fields off and on.
14. **Library Computer.** This library terminal will reveal the location of Vault 13.
15. **Darion's Computer.**
16. **Darion's Room.** The gang leader's HQ and living quarters.

The Military Base



1. **Wolf Pack.** They like to hang around this deserted camp, looking for scraps.
2. **Mine Cart.** To get into the Military Base, you'll need to attach a nearby pole to this abandoned mine cart, then attach some dynamite (#3) to the pole, start the timer on the dynamite, and push the cart toward the blocked entrance (#4).
3. **Supply Shed.** Look in here for some dynamite.
4. **Blocked Entrance.** Use the mine cart (#2) to clear the way.



Figure A.91: Military Base, Level One

5. **Generator.** Use your Repair Skill on this generator to get the elevator (#6) working.
6. **The Upper Elevator.** You'll need to use this to make your way to lower levels of the complex (#7).



Figure A.92: Military Base, Level Two

7. **Second Floor.** This is where the upper elevator (#6) connects to the second floor of the complex.
8. **Suit of Power Armor.** In one of the lockers.

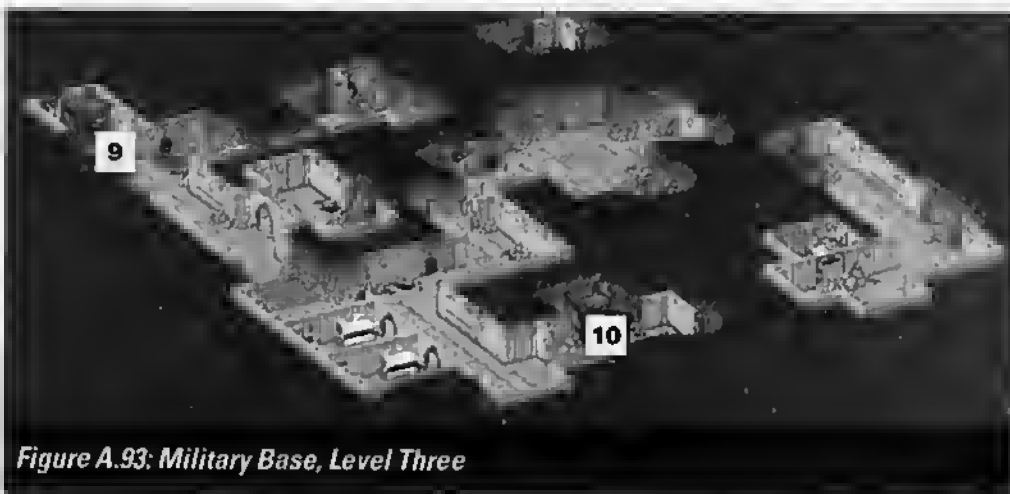


Figure A.93: Military Base, Level Three

9. **Third Floor.** This is where the elevator connects to the third floor of the complex. To go deeper, make your way to the lower elevator (#10).

10. **Lower Elevator.** This elevator leads from this level down one more level to the bottom of the complex.



Figure A.94: Military Base, Level Four

11. **Bottom Floor.** This is where the elevator lets you out.
12. **Melchior the Magnificent.** A sorcerer, of a sort.

Vault 13



Figure A.95: Vault 13, entrance cave

1. **Entrance to Vault 13.**



Figure A.96: Vault 13, Level One

2. **Gruthar.**
3. **Deathclaws.** Gruthar has a couple of friends here to protect the entrance to the rest of the Vault.
4. **Joseph the Herbalist.** Joseph isn't a prisoner here—this is his home.



Figure A.97: Vault 13, Level Two

5. **Matt the Tribal.** A Tribal, named Matt, is held prisoner here.
6. **Dave the Manic Depressive.** This is another prisoner, but this one is locked up for his own good. It wouldn't be a good idea to free him, despite what he says.
7. **The Shrine.** This is a small shrine devoted to the memory of the Vault Dweller.



Figure A.98: Vault 13, Level Three

8. **Goris the Librarian.** Goris would love a chance to get out and around more often—you can ask him to join your party if you have room for him.
9. **Stacey.** Bandits attacked the caravan that this young woman was travelling with.

10. **Storage Locker.** The Garden of Eden Creation Kit is stored within one of the lockers here.
11. **The Hetchery.** This recently excavated area is home to the Deathclaw pack's egg hatchery.
12. **Jimmy.**
13. **The Main Computer.**

Chapter 11 Area Maps

The areas covered in these maps are some of the most dangerous, and toughest, that you'll encounter in the game. The increased challenge is only appropriate considering the stakes you're playing for. Your village, and maybe a whole lot more folks are depending upon you now. To succeed in these areas you better think before you act or you'll be mown down and thrown out with the garbage. No matter how tough you think you are, you'll find some foes that can rise to your challenge. Talk first, shoot later, if at all.

Navarro



Figure A.99: Navarro entrance

1. **Chris.** This old fellow seems personable enough, but his mission is to distract you.
2. **Secret Trap Door.** This is a secret way into the Navarro base. It leads to a maintenance tunnel on a lower level of the base (#20).
3. **Air Vent.** This is another secret entrance to the Navarro base.
4. **Walk This Way.**

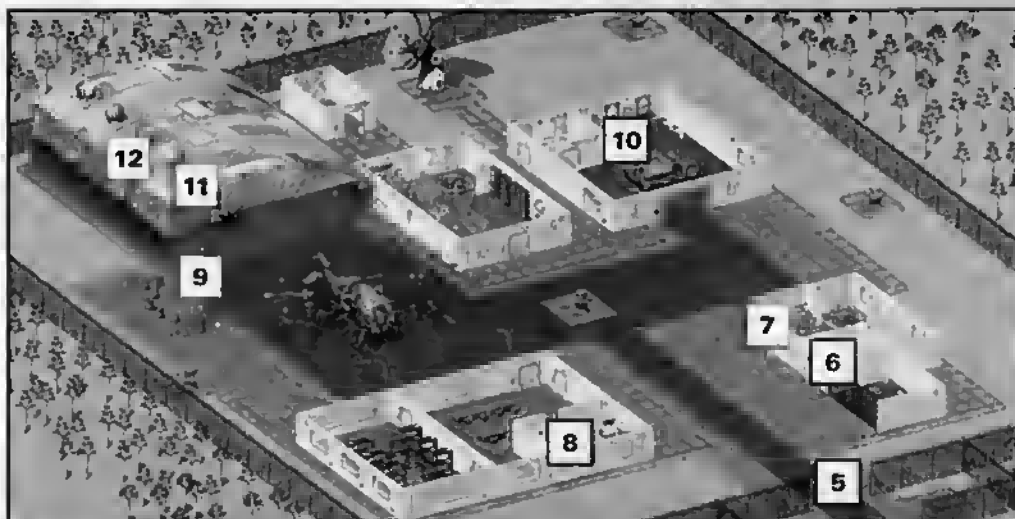


Figure A.100: Navarro Base, above ground

5. **Main Gate Guards.**
6. **Drill Sergeant Dornan.** This guy works for a living.
7. **Technicians.**
8. **Cookie the Cook.** The blind cook for the Navarro base is a treasure trove of rumors.
9. **Your Guard Post.** Once Sergeant Dornan places you here to stand guard, you better do so—for all six hours.
10. **Quincy, Head of Maintenance.**
11. **Raul the Verti-Bird Mechanic.**
12. **K-9 Parts.** The parts that you'll need to rebuild your very own robotic canine companion (see #17) are inside this locker.

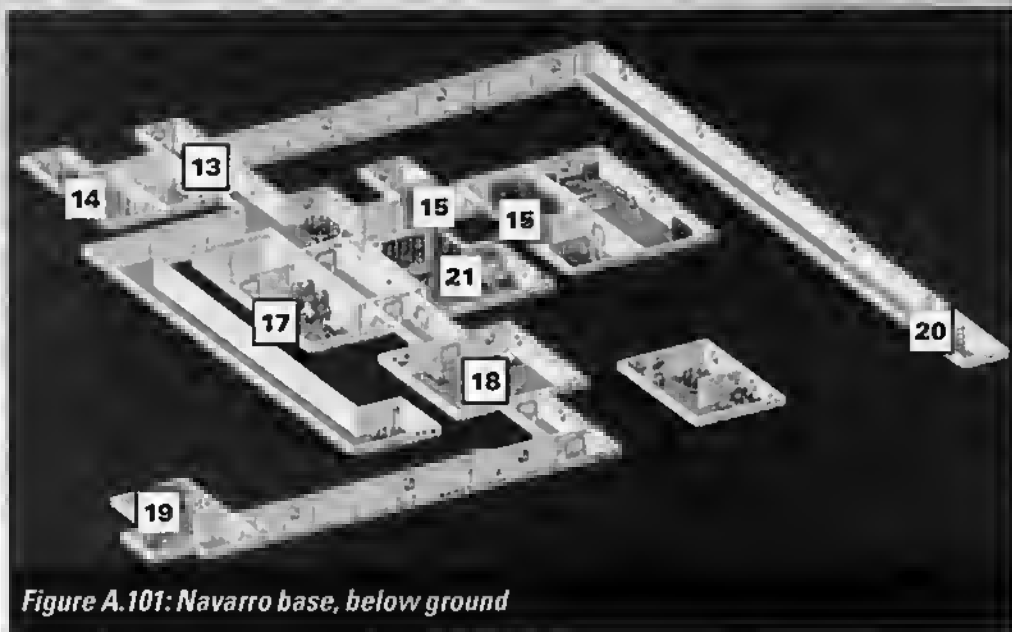


Figure A.101: Navarro base, below ground

13. **Hall Guard.**
14. **Armory.** This is where you need to go to be issued a new set of Power Armor.
15. **C.O.'s Door Guard.** The guard on duty at this door is under orders to not let anyone disturb the commanding officer (C.O.). However, you can still make your way past her.
16. **The C.O.'s Office.** You have to get the fob out of his filing cabinet.
17. **Doc Schreber's Office.**
18. **Xorn the Deathclaw.**
19. **Entrance from the Surface.** Leads to a secret entrance above ground (#3).
20. **Other Entrance from the Surface.** Leads to the surface (see #2).
21. **The Mainframe.**

San Francisco

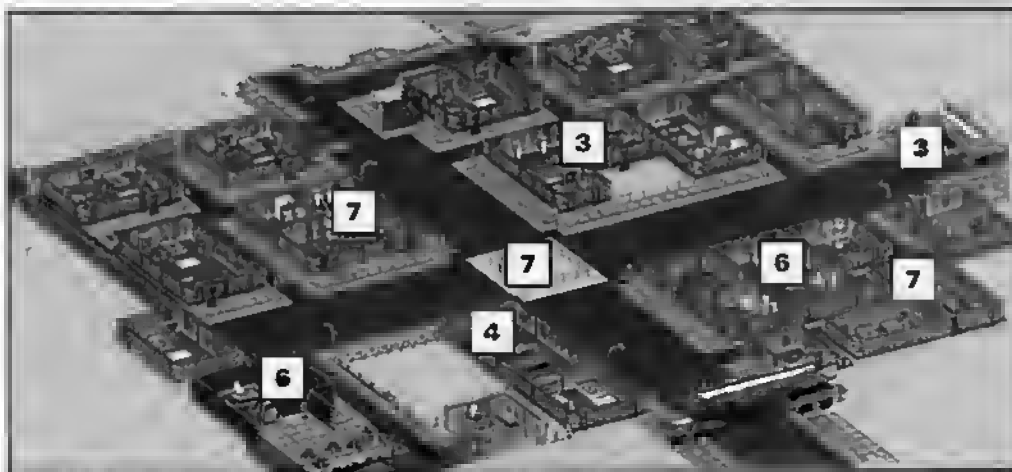


Figure A.102: San Francisco, Shi-town

1. **The Arene.** When you first enter San Francisco, you'll see two men fighting in this arena.
2. **Lo Pan.** Ruthless and decisive are the two adjectives that most readily describe Lo Pan. He can help you, but there will always be a cost. Proper respect for Lo Pan should always be shown, as he is a clever and resourceful foe if angered.
3. **The Dragon.** Slower to anger and more forgiving in temperament, the Dragon represents the positive counterpoint to Lo Pan's negative energy. The Dragon is also a skillful and resourceful foe when angered.
4. **Leo Chou.** This fellow is a general merchant and a wonderful source of rumors and information.
5. **The Brotherhood of Steel (BOS) Base.** This semihidden base is larger than the others that you may have seen. The Brotherhood is keenly interested in getting a set of Verti-Bird plans, just like the ones that you can find in Navarro.
6. **Dr. Fung.** The doctor will be able to patch you up if you're injured.
7. **The Gun Merchant.** This shopkeeper specializes in the instruments of death.
8. **Entrance to the Palace.** Through these arches lies the palace of the Emperor of Shi-town.



Figure A.103: Brotherhood of Steel, basement

9. **The Elevator.** This is the elevator that leads down from the upper level of the Brotherhood of Steel base (#5).
10. **The Main Computer.** This computer contains some information, but its primary benefit is through its medical programming.

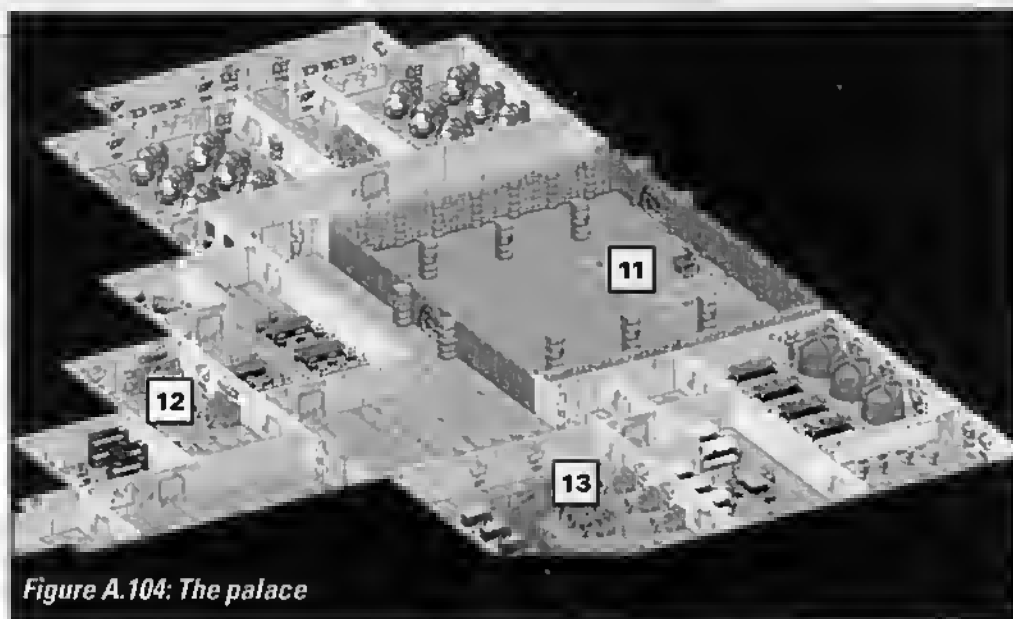


Figure A.104: The palace

11. **Ken Lee.** The emperor speaks through only one representative, Ken Lee.

12. **Wong.**
13. **Dr. Jing.** This competent, but high strung, doctor is a research chemist.

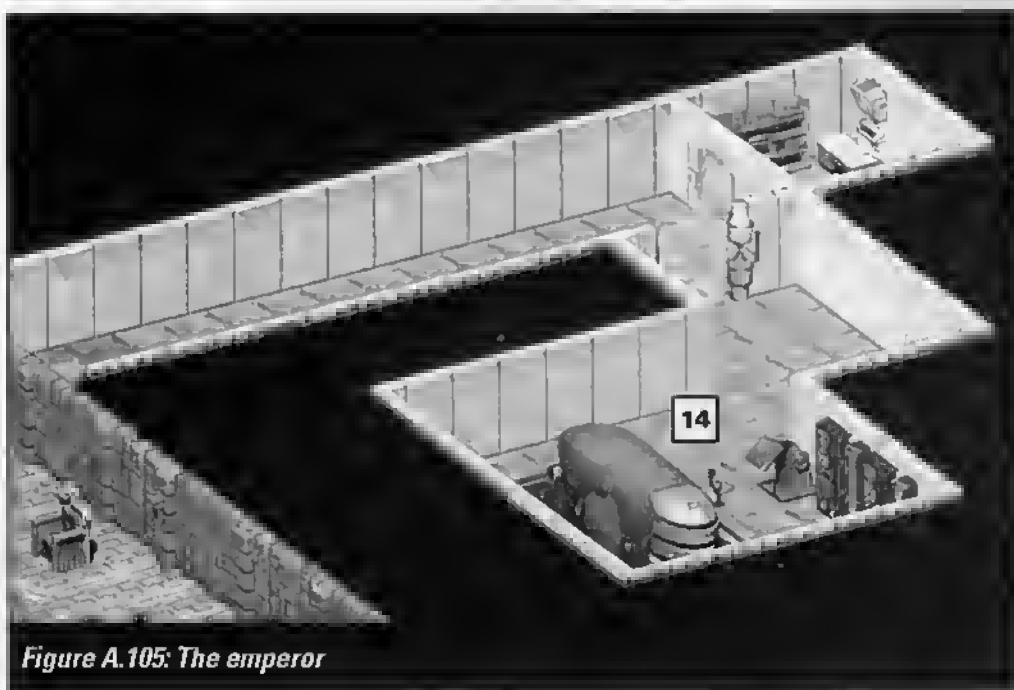


Figure A.105: The emperor

14. **The Emperor.** More than merely human.

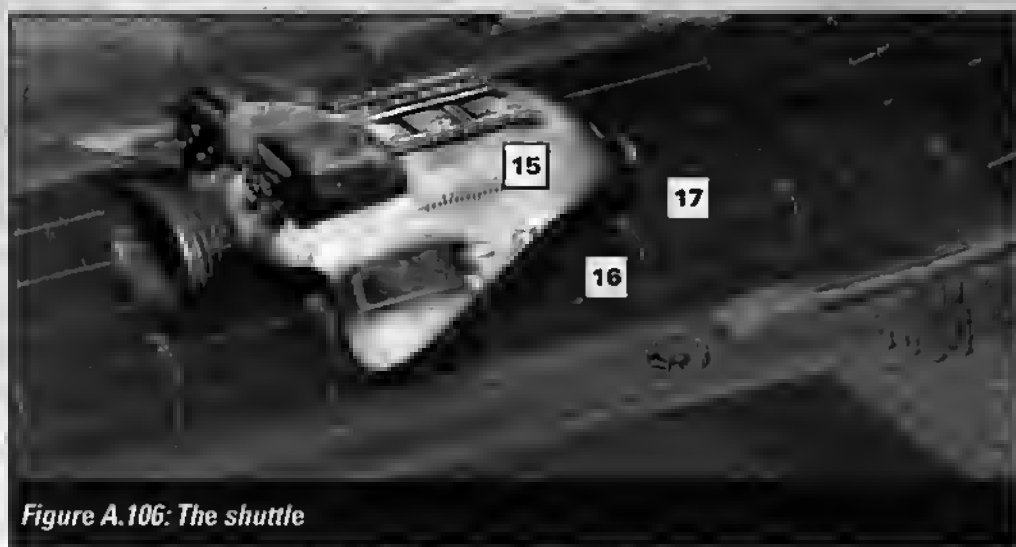


Figure A.106: The shuttle

- 15. **The Shuttle.** A quasi-religious cult of fanatics is busy building a shuttle to take them to the stars.
- 16. **Harry Rocket.**
- 17. **Dave Handy.**

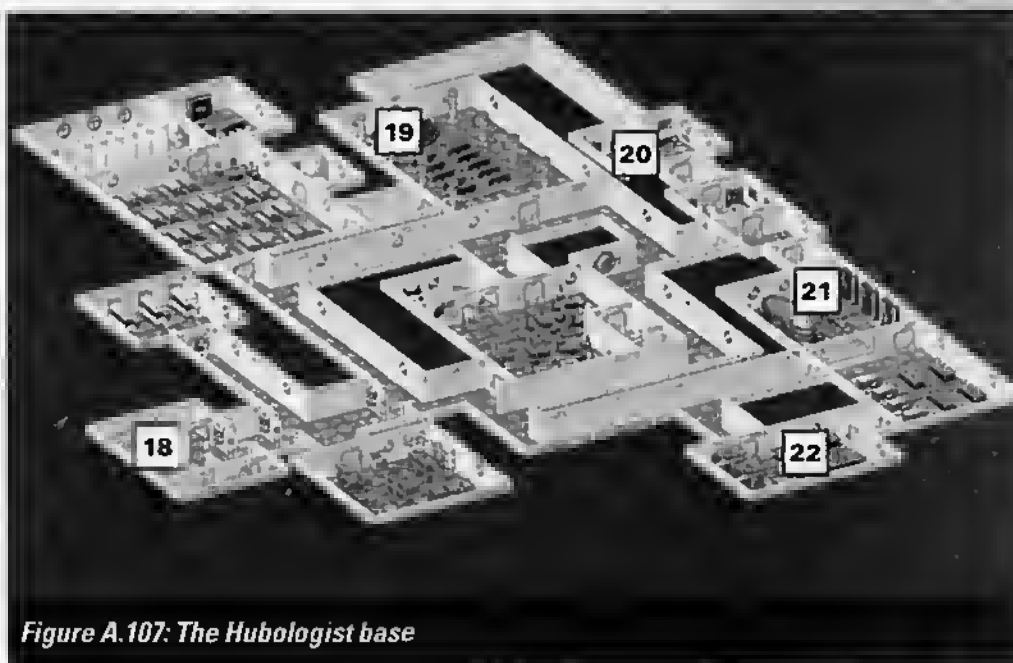


Figure A.107: The Hubologist base

18. **AHS-7.** This person has reached level seven in the chain of enlightenment, and he's the second in command of the Hubologist group.
19. **Celebrity Spokespeople.** Juan Cruz and Vikki Goldman are two famous entertainers who have adopted the tenets of Hubology.
20. **AHS-9.** This exalted one is the highest ranking Hubologist in the community.
21. **The Hubologist Mainframe.** The computer stores an array of other data, all of varying usefulness and interest.
22. **Crocket.** This person will perform a special hardening process to upgrade up to two sets of Power Armor—for a price.



Figure A.108: The docks

23. **The Dock.** This gangway leads into the ship.

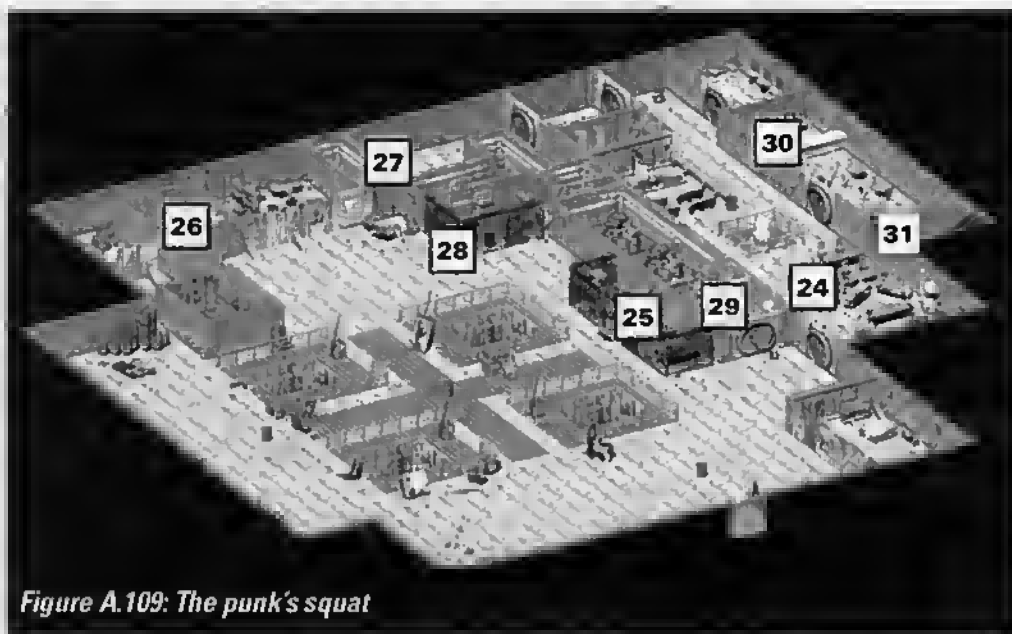


Figure A.109: The punk's squat

24. **Spleenless Chip.** Poor Chip is missing his spleen.
25. **General Stora.** Assorted supplies can be bought here at fairly reasonable prices.

- 26. **The Nav-Com.** To gain entry to this room, you'll have to climb down the hole in the floor (#27) and make your way over to the Nav-Com door (#33). You can't get to the Nav-Com directly from this deck.
- 27. **Hole in the floor.** This hole leads to the dangerous cargo hold, where Suze's (#32) trapped.
- 28. **Gun Merchant.** This merchant sells, oddly enough, guns and other assorted weaponry.
- 29. **The Badger.** This punk is particularly adept at data manipulation.
- 30. **Marc.** This bar hound is a good source of information and rumor.
- 31. **Stairs Up to the Control Room.** These stairs lead up to the captain of the ship and the control room (#34 and 35, respectively).

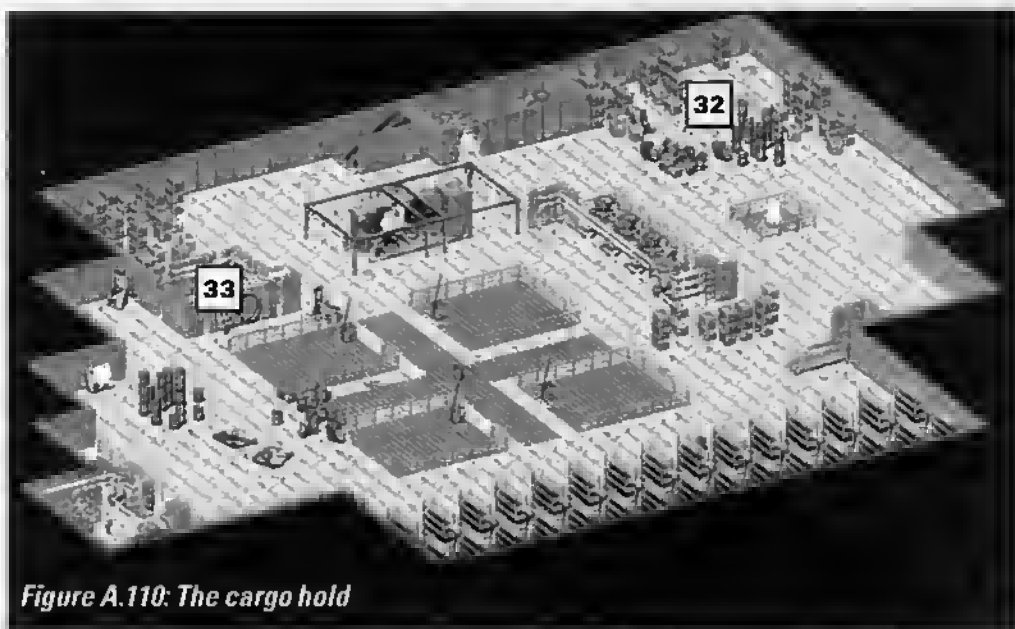


Figure A.110: The cargo hold

- 32. **Suze.** Here's where the Badger's (#29) girlfriend, Suze, is hiding from the critters.
- 33. **Nav-Com Door.** You'll need the fob from Navarro to get past this and climb the ladder up to the ship's Nav-Com (#26) on the level above.



Figure A.111: The control room

- 34. **Captain A. Ron Meyers.** The captain is the leader of the punks that occupy the lower decks.
- 35. **The Ship's Computer.** This terminal allows you access to the information about all of the ship's vital systems.

The Enclave

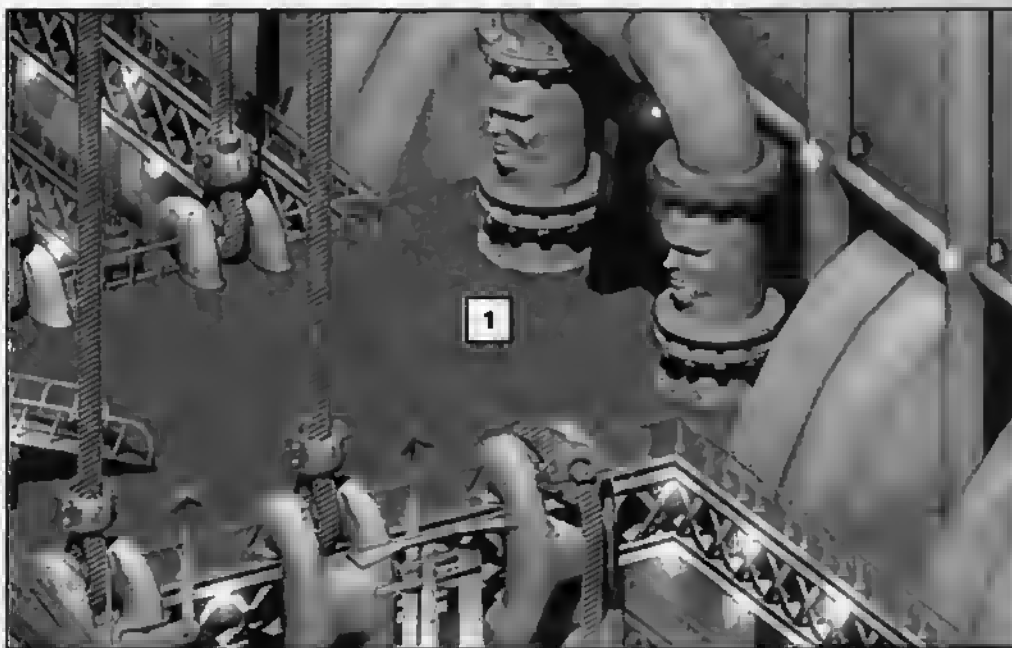


Figure A.112: Enclave dock

1. **Dock Entrance.** You'll enter the Enclave from your ship here.



Figure A.113: Entry hall

2. **Doorway to the Dock.**
3. **The End Boss.** You'll have to meet him only on your way out.

4. **Turret Control Terminal.**
5. **Path to the Turret Control Terminal.** The sneaky route.
6. **Security Door.**
7. **Sgt. Granite.** The sarge and his squad may help you on your way out.

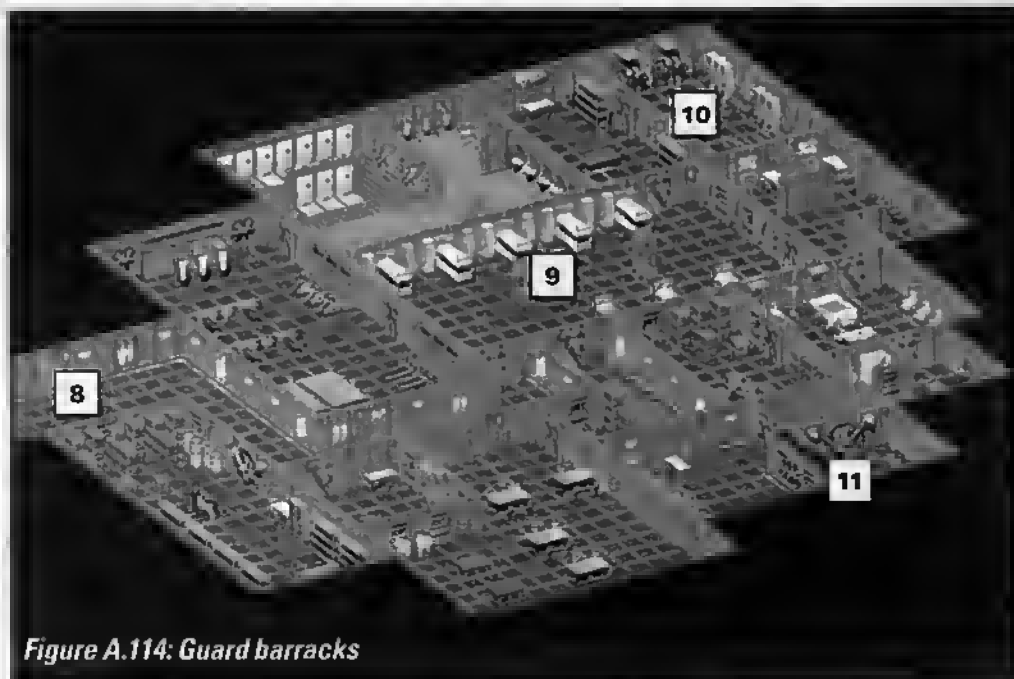


Figure A.114: Guard barracks

8. **To the Entry Hall.**
9. **Guard Barracks.** Lots of guys in armor here.
10. **Guard Armory.** Big guns, big noise, big fun.
11. **Security Door.**



Figure A.115: Detention and testing level

- 12. **Detention Level Stairs.**
- 13. **Martin Frobisher.** Representative of Vault 13.
- 14. **The Elder.** Your village Elder from Arroyo.
- 15. **Security Door.** This leads to stairs down to the Security Barrier (#16).

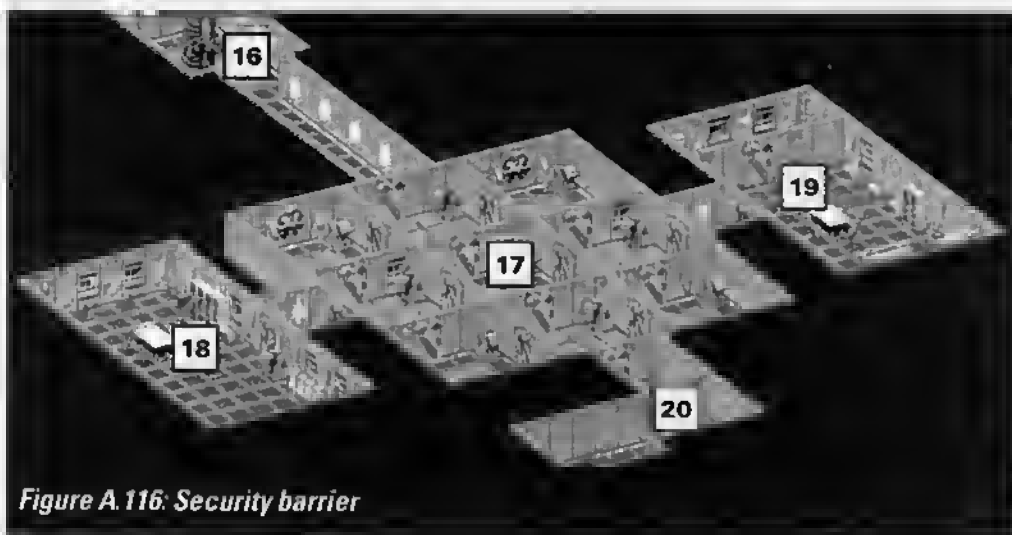


Figure A.116: Security barrier

- 16. **Stairs Up.** These stairs lead to Detention and Testing level (#15).
- 17. **Security Barrier Maze.** A couple of ways through here hurt less than the others.

18. **Guard Room.**
19. **Guard Room and Survival Gear Room.** The gear you need at a price you can afford.
20. **Stairs Down.** These stairs lead down to the Research and Presidential level (#22).

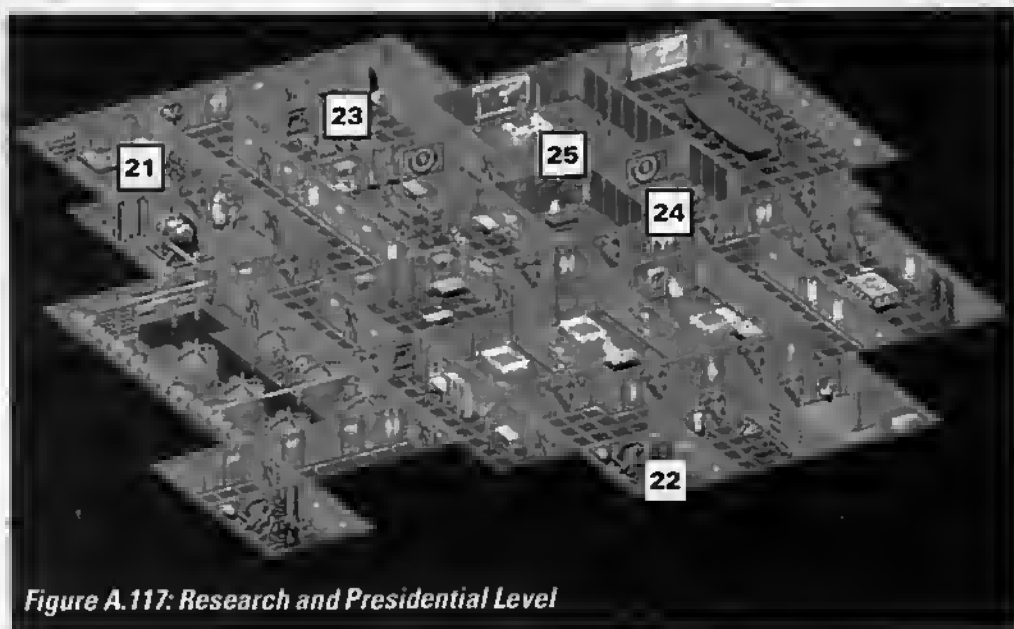


Figure A.117: Research and Presidential Level

21. **Lt. Col. Charles Curling.** The head of the United States Chemical Corps.
22. **Stairs Leading Up.** These stairs lead up to the Security Barrier level (#20).
23. **Stairs Leading Down.** These stairs lead down to the Reactor Level (#26).
24. **Vice President Bird.** V.P. Daniel Bird.
25. **President Richardson.** The President of the United States.



Figure A.118: Reactor Level

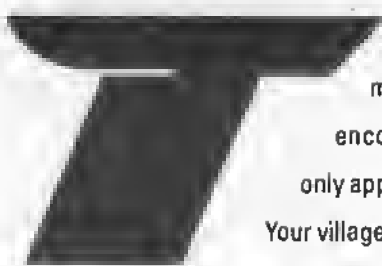
- 26. **Stairs Leading Up.** These stairs lead up to the Research and Presidential Level (#23).
- 27. **Tom Murray, Head of the AEC.** The head of the Atomic Energy Commission.
- 28. **Atomic Power Plant.** No way into this area.
- 29. **Enclave Mainframe Computer.** Use this to make the power plant go kaboom.

Inside the Vault

It may sound trite, but the making of Fallout 2 was truly a labor of love. I've spent more time with this game in the last few months than I have with my family, and so has everyone else on the team. It's not a bad thing, but you can't get that close to something for that long without either loving it or hating it. All of us put a lot of ourselves into this game.

Appendix *B*





he areas covered in these maps are some of the most dangerous, and toughest, that you'll encounter in the game. The increased challenge is only appropriate considering the stakes you're playing for. Your village, and maybe a whole lot more folks are depending upon you now. To succeed in these areas you better think before you act or you'll be mown down and thrown out with the garbage. No matter how tough you think you are, you'll find some foes that can rise to your challenge. Talk first, shoot later, if at all.



Creating Some Fallout

The process of making a game isn't smooth. One of the reasons it can be so difficult is that you're doing something that you haven't done before. Even in a game that had a preexisting framework, like ours, we still wanted to make things new and different for *Fallout 2*.

Everything in *Fallout 2* was designed to be bigger and better than its predecessor. When you're trying to top a game as well crafted and loved as the original *Fallout*, you know you've got your work cut out for you. The actual process of creating the game wasn't nearly as straightforward and direct as the way I'll describe it. There were a lot of false steps taken and mistakes made. Some required retracing our steps, and others proved to be fortuitous in that they made us see a new way of doing things. However, that given, I'll show you the broad overview of what we did to bring the game to you.

I've divided the game creation process into three stages. There are probably a lot more—in fact, I know there are—but I think that this breakdown of the game-making process shows what needs to happen without getting too detailed. The first is what I call the *Doodling in Your Head* stage. This is the shortest of the three stages, and it represents the time that the team spends coming up with the key ideas and themes for the game. The *Spinning Wheel* stage is where all of those separate bits of mind-fluff are spun into the fabric of a playable, relatively complete game, with the help of artists and programmers. The last stage, *Trial by Fire*, is when you take all of your cherished game ideas and have complete strangers play with them in an attempt to break them.

The Doodling in Your Head Stage

This first stage is crucial to the later development of the game. Usually, only a small team is on the project at this time—the Producers, the Leads, and maybe a few other team members to help explore new technology. These people put their heads together and come up with the story line as well as the general feel of the game. Usually the artists will come up with some rough sketches, concept art, of different game environments to set the art mood and tone for the game.

The design team will help to flesh out the story line and create a backstory for the game. The backstory tells what happened before the game and leading up to the events that the game portrays. Usually players don't see the backstory, but it's important because having that background to the game, laid out ahead of time, allows the rest of the story—the part that you'll play through—to make more sense. The design team will also flesh out the majority of

the game's systems (things like weapons and damage, NPC reactions, or EPs). We spend a lot of time working on a compelling story that would connect to the story in *Fallout 1*.

If we're going to try new things with the engine, the programming team will start working on the programs to do those things. Often these take the form of tests to determine how something that we've thought of can best be programmed into a game. A larger part of the programmers' time was, initially, spent on improving NPC combat AI and NPC party member behavior.

The story can often vary wildly at this point from what you eventually end up playing. Our first story centered around an intelligent computer that had created an entire town of androids based upon '50s and '60s television shows. This TV-town was the point of contention for the surrounding areas, who all wanted a piece of the town's technology for themselves. The ending to this first draft even included the PC going into space at the end.

A second set of drafts hypothesized the army of the Master (from *Fallout 1*) roaming the Wastes in a huge, armored land fortress, scooping up mutants to use as slave labor. As you can see, neither of these stories made their way into the final game. Although some parts of them did—Lynette's head, for example, was once going to be the spokesperson for a group of scientists living in the ruins of a base in Area 51.

After quite a few different story ideas, we managed to brainstorm the current story, or at least the progenitor of the current story. In the next developmental stage, we had to spin our wandering threads into something more cohesive and playable. The overall story doc was written, now we needed to fill in the details.

The Spinning Wheel Stage

This stage is where fact meets fantasy. You may think that something is eminently desirable from a story perspective, but now you have to come face to face with the realities of implementation. I'd love to have an hour or so of full motion video in the game, with cut-scene movies for every important player decision. However, reality dictates that if we did that, we'd have no resources or time to create the game needed to spawn those movies. In that sense, everything is a compromise between what you'd like to have done and what can be done. You can do almost anything, but everything that you do (i.e., program, draw, or dialog out) has a cost in time and money. You have to make certain that what you're having the team spend their efforts on will payoff by giving the player the best possible game, rather than just being cool in an esoteric sense.

At this stage, each of the designers and programmers is assigned their areas. They should know how their areas are supposed to fit into the master story line of the game, but they still have a lot of design freedom within their areas.

Each area's mini-team comes up with a description of how their area (i.e., Klamath or the Den) works. This includes drawings (on paper) of the general layout of the area as well as a document that lists all of the major NPCs in town and what adventures, known as *seeds*, can be enjoyed by the player during a visit.

From this list of things you can do in town, a list of art is generated. For instance, when I designed Redding, I knew that I wanted a western mining-town feel for the place, so I requested that some mine elevators (creaky wooden things) be drawn rather than using the stainless steel, high-tech vault elevators that we already had. I also needed some special cages for the Mole Rat Mambo (as well as a sign announcing the event) to be drawn and then placed into the game.

After outlining the area, the next step is to write the dialog for all of the NPCs in the area. Since most of our game is driven by things that you say to NPCs, and things they say to you, the designers spent the majority of their time writing dialog. As each character is written up, the finished character is given to the area's programmer, who fits the NPC's dialog and actions into the game engine (this is called scripting). When enough of an area is up and running, testing by the designer, the programmer, and Quality Assurance can begin. Each area in turn is completed in this way, with modifications, additions, and deletions taking place as a result of actually playing the area. This testing and playing of the game leads directly to the next stage.

The Trial by Fire Stage

The final stage is when you take your brainchild out of the womb and place it into the callous hands of strangers for intentional maltreatment. Getting close to your part of the project is usually a good thing, but at this stage of the development process, it can actually be a disadvantage. Since you're so close to the design and development of an area, the things that happen there are obvious and make sense—to *you*. Unfortunately, some things that you think are just fabulous turn out to be meaningless, obscure, or just plain stupid to someone else playing through your area for the first time. This is where the assistance of the Quality Assurance team—the game testers—is vital. Sure,



One idea that I liked, but that didn't make it, was the ability to get ghouls to turn into glowing ghouls if you got them drunk enough. Another idea was to show the Hubologists' space shuttle launching off the end of the Golden Gate Bridge. Good ideas, but they just didn't pan out in the game.

Note

they try to break the game, to get it to crash, or to show buggy behavior, but their comments on how things *feel* or *play* are even more important.

At this stage, you really want people to pound on the game—you need to have them tell you what *doesn't* work even though that can be painful to hear. Some entertaining ideas that just didn't quite work often get cut at this stage.

More often, thankfully, someone who's playing an area for the first time will suggest things that can be added to make an area more fun. Usually this takes the form of, "Yes, I liked that, but wouldn't it be more cool if...." There's a lot of this in the game as well—much more than I could ever track, since many of the changes are smaller adjustments that have a cumulatively beneficial effect rather than one or two earth-shattering changes.

This process of play and tinker, of spinning and weaving all the elements of a great game together, continue until the very moment that the game ships.

There's always just one more thing that you'd like to mess with. They say that a game never finishes, it just ships. It's not just a saying, it's true. Sometimes I feel as though the design team is like a nervous parent watching their child venture out to school for the first time. We're confident that we did the very best possible job in raising our "child," but there's always a hint of nervousness—"Are you sure its lunch is name-tagged?"

At some point, I guess, we have to let go and let you, the discriminating gamer, have a chance to enjoy our *wunderkind*. I hope you find *Fallout 2* every bit as rewarding to play as it was for us to make.



One thing that got changed at the suggestion of the game testers was the design of the pregenerated PCs. Originally, they were modeled after the PCs in the first *Fallout*, and they just weren't efficient. However, in a bold break with tradition, we may have the very first entirely useful, and playable, pregenerated PCs in the history of computer RPGs. They're exceptional PCs now.

Note

The Sierra Army Depot

PROGRAMMER

Lead—Jesse Reynolds
Chris Jones
Nick Kesting
Robert Hertenstein 2

Thomas French
Chris Holland

Dan Spitzley

WORKED ON...

The game engine and a big helping of everything else
Additional game engine programming
Areas: Klamath, Gecko, Broken Hills, and Navarro
Areas: Random encounters, Arroyo, Redding, the Enclave, the Military Base, and the Sierra Army Depot
Areas: New Reno, the Military Base, Modoc, the Den, and the Raiders
Areas: Special and Cave random encounters, San Francisco, the New California Republic, Vault 15, and Vault 13
Areas: Vault City, Navarro, Broken Hills, the Den, and the Raiders

ARTIST

Lead—Gary Platner
 Lead—Tramell Ray Isaac
 Robert Collier
 Jaff McAtaer
 Brian Menza
 Scott Rodenhizer
Additional Art
 Aaron Brown
 Peter Kroko
 Michael Sean McCarthy
 Chad Moore
 Eddie Rainwater
 Justin Swaet
 Vanca Kovacs
 Tim Donley
Intern Artists
 Charles M. Gregory
 Daniel Jacobs
 John Jacobs
 Karel Jacobs
 Christopher Jones
 Benc Orpak
 Adoni Torres

DESIGNER

Lead—Feargus Urquhart
 Lead—Matthew J. Norton
 Jason G. Suinn
 John Deiley
 Chris Avallone
 David “Zeb” Cook
 Dave Hendee
 Colin McComb
Technical Designer
 Scott Everts
Level Designers
 John Deiley

Scott Everts
 Jason G. Suinn

PRODUCER

Division Director
 Feargus Urquhart

Producers
 Eric Damilt

Feargus Urquhart

Assistant Producers
 Fred Hatch

Douglas Avery

WORKED ON...

Movies and everything else (and I mean averything)
 Movies, scenery, Pip-Boys, and averything else (T-Ray is an art machine)
 Scenery, inventory items, critters, and town maps
 Scenery and inventory items
 Scenery, inventory items, Pip-Boys, and many, many critters
 Talking heads, movlas, and scenery

Verti-Bird textures and game art
 Inventory art
 Movlas
 Movies
 Critter and inventory art
 Load and save screens
 Movies and incredible ship textures
 The Verti-Bird 3D model

Scenary art, critters, and inventory art
 Scenary art and inventory art
 Scenary art and inventory art
 Scenary art and inventory art
 Scenary art and inventory art
 Scenary art and inventory art
 Scenary art, critters, and inventory art

WORKED ON...

Game systems, including NPC party member control and San Francisco
 Game systems, Klamath, Gecko, Redding, and the Enclave
 Random encounters, Modoc, and the Sierra Army Depot
 Vault 15, Vault 13, the New California Republic, and Navarro
 Special random encounters, New Reno, Vault City, and the Raiders
 Navarro, the New California Republic, and lots of dialog editing
 The Den
 Broken Hills, San Francisco, and more dialog editing

Maps, scenery art manipulation, inventory items, and more maps

New Reno, the New California Republic, Vault 15, Navarro, Broken Hills, the
 Raiders, and Chinatown
 Gecko, the Den, Klamath, Arroyo, Vault City, and random encounters
 The Military Base, Modoc, Sierra Arm Depot, Redding, the Enclave, and random
 encounters

WORKED ON...

Making certain that we had the time and resources we needed to make a great
 game rather than just a really good game.

Helping to orchestrate the entry of the game into the marketplace as well as
 straightening out the first half of the game.
 Jack-of-all-trades and master of most of them, Feargus designed, ran the Black
 Isle Division, did a bit of programming, designed, and co-produced the game.

The voices and music for the game would never have happened if Fred hadn't rid-
 den herd on them, this intensely frustrating part of the game. Fred also ran the
 foreign translations of this huge game.
 Eric's assistant, Doug, helped wherever and whenever he was needed, often stay-
 ing late into the night to lip-synch some of the talking heads.

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Looks like I picked the
wrong room...

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- A look inside the Vault at the making of the game



About the Author

Matthew J. Nerton is a long-time game designer at Interplay. He's worked on titles as diverse as *Descent* (for which he also co-authored the official strategy guide) and *Dragon Dice*. Most recently, Matthew was a lead designer on the *Fallout 2* team. He's looking forward to starting work on *Fallout 3*.



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